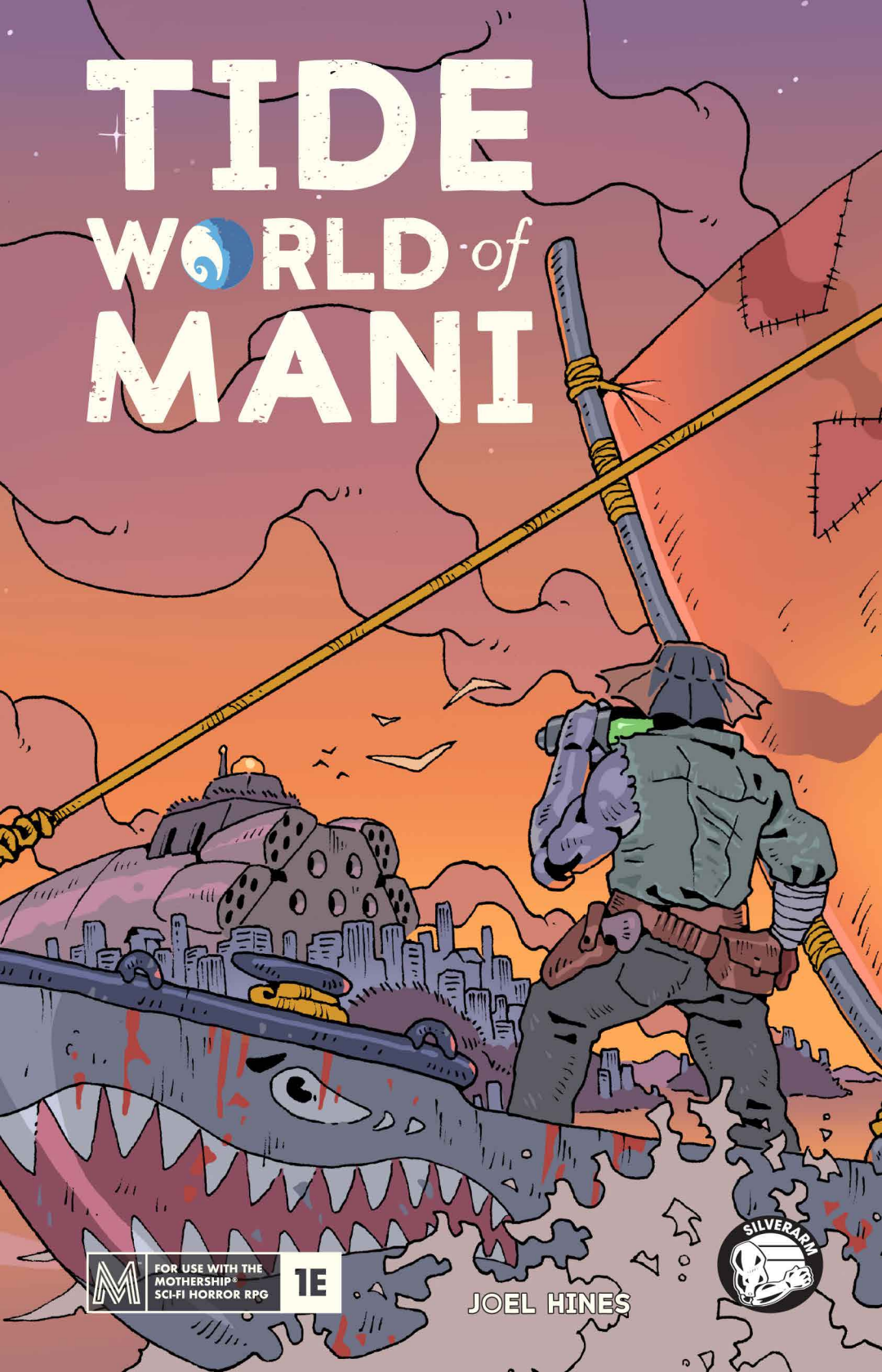
TIDE WORLD of MANI



FOR USE WITH THE MOTHERSHIP® SCI-FI HORROR RPG 1E

JOEL HINES

SILVERARM

TIDE
WORLD of MANI

JOEL HINES

WRITING
Joel Hines

ILLUSTRATIONS
Logan Stahl, Francesco Zanieri

LAYOUT
Simeon Cogswell

EDITING
Jarrett Crader

CARTOGRAPHY
Glynn Seal, Ben Smith

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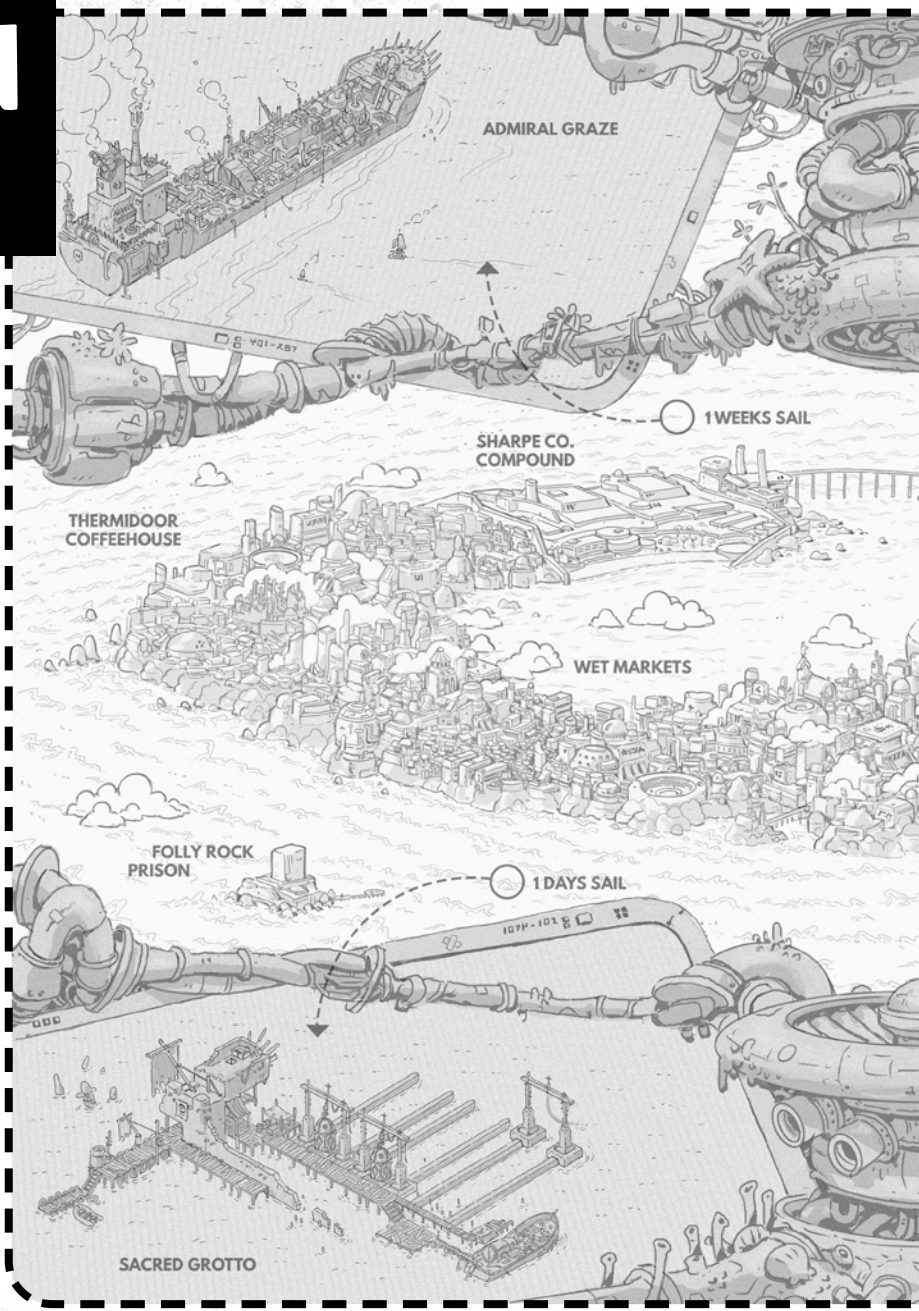
MANI

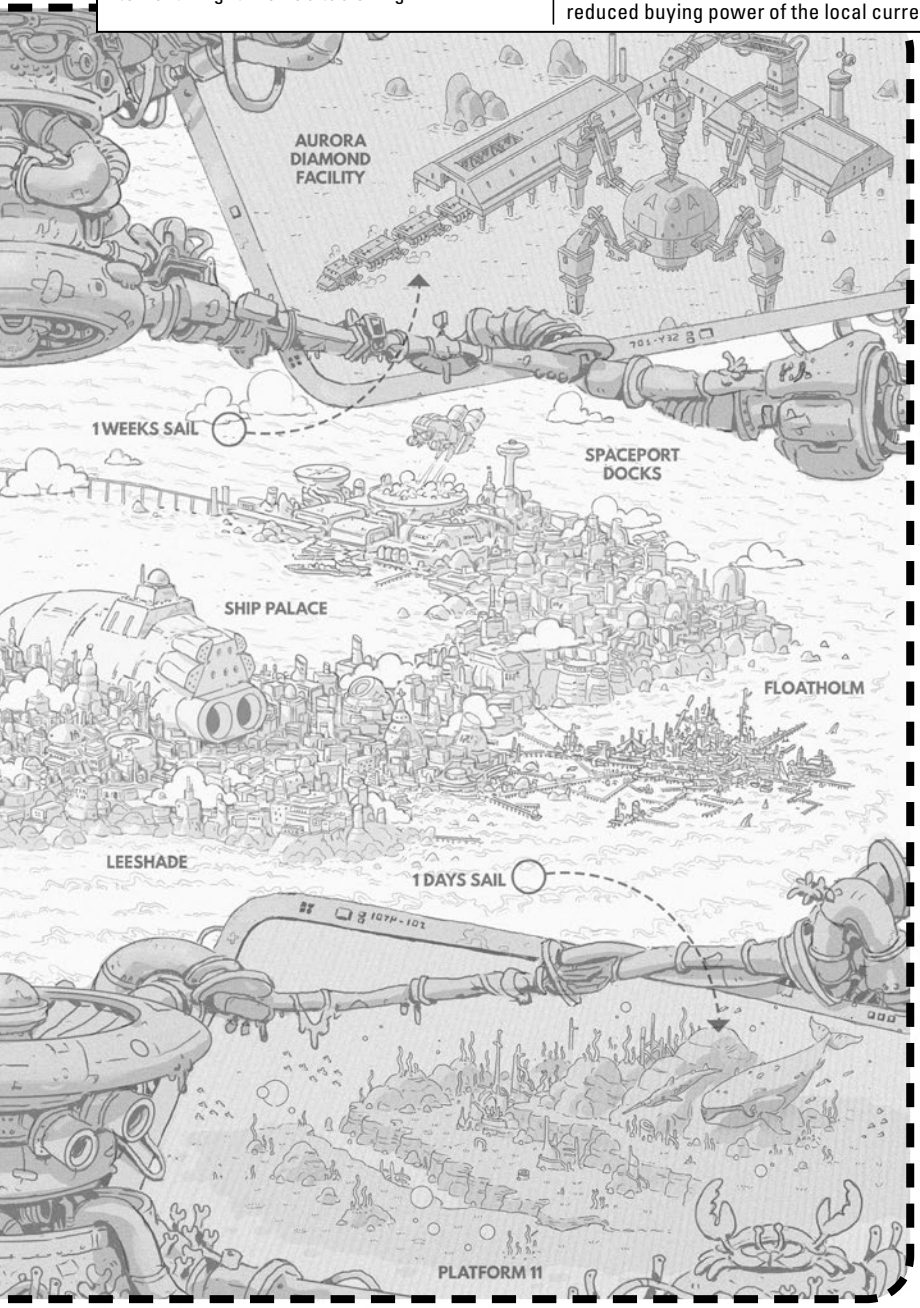
"Survival is the ability to swim in strange water."
–Frank Herbert



Scans Show...

Atmosphere: Breathable
Circumference: 40,075 km (24901 miles)
Average Temperature: ° C (62° F)
Gravity: 1.1 G
Day Length: ∞ Tidally locked, no rotation. Eternal twilight in a habitable ring.

Signs of Organic Life: Introduced biosphere, human miscible.
Population: ~5,000
Port Class: A. The Last Atoll (**Shore Leave Cost:** 20kcr. **Stress Converted:** 2d10 Stress.) Only 20% of the cost of comparable Class A Ports due to the reduced buying power of the local currency.



WELCOME TO MANI

Mani is an ocean world. The only spit of land is the shoals of the Last Atoll, a settlement in the shadow of a crashed colony ship-turned-palace, ruled with an iron fist by the Land Baron, ancestral lord of the Atoll. The have-nots are relegated to floating shanty towns. It's a tidally locked planet, where people live in eternal sunset, the thin sliver between the dark and the light.

Recently, interstellar megacorp Sharpe Co. established contact with the Landed Nobility, and scored a deal giving them full extraction rights to Mani's rich aurora diamond seam. Their funds and resources have reinforced the Land Baron, but popular dissent with their rule has grown.

Tide Priests cultivate a growing religious schism with the old High Priesthood, seeking to overturn the older order and usher in a zealous new faith, to guide the contemporary era on Mani. The Chromefolk roam the seas, cast out from their former colony ship and forced into nomadic piracy.

Mani is poised to blow, and the crew is right in the middle of it.

Hijack a hovertrain laden with aurora diamonds. Worship at the undersea grotto. Relax in a corporate beach compound. Rise against authority. Crush rebellion. Smuggle weapons. Indulge in coelacanth steak. Break into a prison of salt. Choose a side, or slink through the chaos.

KEY POINTS

Mani is mostly water.

- The only land on Mani is the small ring of the Last Atoll. The ecosystem consists of introduced Terran fauna and variants. Whales, krill, hagfish, glowie sharks, coelacanths, the horned norca whales, shellfish, crabs, and varieties of small schooling fish make up most of the biomass. Birds include Manian pelicans and introduced pigeons.

The Last Atoll is the only population center.

- The lives of most of Mani's inhabitants start and end in the same square mile ring of land. Space is the biggest commodity, and the streets bustle with activity. Every inhabitant might not know everyone else, but they definitely know someone who knows them. The Land Barons enjoy decadence while the lower class is packed into teeming tenements. Many live on boats, and construction material is limited, often repurposed from ancient salvage, and expensive.

Weapons and technology are limited.

- Modern telecommunications equipment and weapons from offworld are strictly controlled by the Land Barons. No Manian is allowed to leave, but visitors and Sharpe Co. employees can come and go. Credits are not used here. Instead, the favored currency is Baronial chits. These can be exchanged with Sharpe Co., an offworld mineral company given extraction rights and extraterritoriality. Each chit is equivalent to a credit.

Aurora diamonds are worth buckets of credits.

- The mining megacorp Sharpe Co. came to Mani in pursuit of aurora diamonds, carbon-based gems with flickering, undulating traceries of green and pink light inside them, inexplicable by physics. These are scientific and aesthetic marvels that Sharpe Co. is making bank on by exporting them to the sector's rich.
- Unrefined stones are worth 1d5kcr per 50 kg crate. Cut gems are worth 2d10kcr per flawless diamond. The production refinement process generates about one flawless diamond per 50 kg crate.

HOW TO USE THIS MODULE

Working Mani into An Ongoing Campaign: Use as a Shore Leave opportunity, and play out the crew's adventures. Maybe they'll stick around, or just leave after hitting the beach.

Starting a New Campaign: Use the Why Am I Here? Table (pg. 9) as a hook for the crew, and kick things off with an arrival on Mani, or have them start as locals who are working with one of the factions.

Running A One Shot: Any job offered by a major NPC works. A hovertrain heist (pg. 54) or exploring Aquaculture Platform 11 (pg. 41) gets the crew right into some action.

Faith is important.

- The majority of the population are ocean revering Mareists, who view the Sea as an animistic spirit that requires homage and respect to curry its favor instead of its wrath. The faithful start each morning by opening blackout curtains to the unmoving twilight sun, dip a hand into a seawater basin or directly in the ocean, and sprinkle it upon their heads to renew this connection. Major rites require offerings to the Sea.
- There is currently a split between Orthodox and Revival Mareism. Orthodox Mareists preach a traditional gospel of prosperity and abundance from the waves, through obedience to the Sea-spawned wisdom of the Land Baron (pg. 24) for matters of the material and the High Priest for matters of the spirit. It has been the dominant version of the faith for years, and is held by many Manians and most in positions of power. High Priest Nara Tanaka is its leader (pg. 18).
- Revival Mareism is a recent schism, spartan and uncompromising in the pursuit of its aims of returning the Mareist faith to its perceived roots, as accessible and equal to all, and cutting away excess and interlocutors in the way of a zealous interpretation of a Mareist society. Started by Deacon Nakae (pg. 40) in protest of the High Priest's luxuries, it resulted in his and other Revivalists' excommunication and banishment from the Last Atoll. Outright blasphemy by offworlders is illegal, and punishable by a large fine or temporary imprisonment under the Orthodox Land Baron. The Tide Priests drown heretics, lest they call down a hurricane.

There is revolution and unrest brewing.

- The Storm's Eye Theater burned down two months ago, resulting in the death of 230 mostly working class Manians during a packed performance. The Land Barony blames radical followers of the Revival Mareist Tide Priests. The Tide Priests claim it was a false flag operation perpetuated by the Land Baron's agents. Everyone on Mani has an opinion. Tension has been building to a breaking point, and protests and crackdowns are rising dramatically.

Outsiders are both user and tool.

- Just as Sharpe Co. exploits Mani for profit, some factions attempt to exploit their and others' offworld presences for their own aims. A freelance crew of offworlders wandering Mani will likely be noted and approached for a variety of jobs best suited to those without the dense web of connections and obligations carried by most Manians.

"Lives are land, both gifts of the Sea that will return to it."

RANDOM ENCOUNTERS

Roll for an encounter when moving between Areas, then roll Area Encounters using the Area Encounter Table found in each Area the crew is leaving or traveling to (Warden's discretion), or use the Revolution Encounter Table on page 13 if a Revolution Encounter is indicated.

1d10	Stirring	Rising	Fever Pitch
1	No Encounter	No Encounter	No Encounter
2	No Encounter	No Encounter	Area Encounter
3	No Encounter	Area Encounter	Area Encounter
4	Area Encounter	Area Encounter	Revolution Encounter
5	Area Encounter	Area Encounter	Revolution Encounter
6	Area Encounter	Area Encounter	Revolution Encounter
7	Area Encounter	Revolution Encounter	Revolution Encounter
8	Revolution Encounter	Revolution Encounter	Revolution Encounter
9	Revolution Encounter	Revolution Encounter	Revolution Encounter
10	Revolution Encounter	Revolution Encounter	Revolution Encounter

Mani Rumors

1d10	Rumor	True, False, or Partial Truth
1	The Sharpe Co. manager is here to do whatever it takes to be promoted up, then he'll be gone the next day.	**T**
2	The Wet Market's the place to go if you're looking for anything illegal.	**T**
3	The Thermidor Cafe is a hub for dissidents.	**T**
4	Don't spread it around, but the Land Baron is actually a corporate android infiltrator.	**F**
5	The Tide Priests have the power to bring back the dead.	**T**
6	Sharpe Co. has been dealing with pirate raids on their hovertrains, and they can't track down where they're coming from.	**T**
7	The Holy Divers are the souls of the tainted dead, given new form so they might respect the Sea in a new life.	**PT**
8	A great beast roams the halls of the ancient Platform 11, but it's bound to have some good scavenge.	**T**
9	The accident rate at the Aurora Diamond Facility has been higher than it should be. It feels like a coverup.	**T**
10	The Chromefolk Pirates and their murderous captain operate from an ancient cargo ship turned fort, restlessly roaming the Sea.	**T**

HISTORY

- **750 ya:** The Dawnseekers, an unknown, inexplicably-advanced human civilization, seeded the biosphere of Mani and established a colony as an aquaculture and food production facility for feeding the distant garden moon of Karth.
- **500 ya:** Resupply ships stopped appearing with no warning. Society fell into apocalypse, and the population collapsed into warring bands. The Mareist faith began as the advanced aquaculture platforms malfunctioned and sank into the depths.
- **200 ya:** A lost Dawnseeker colony ship landed on the Last Atoll, and its silver-eyed crew were immediately overwhelmed by Manian survivors. Their conquering leader became the first Land Baron, in a pact between the House Tanaka and House Jörgessen sealords. The surrendering colonists were displaced offshore to Floatholm (pg. 32) and become the Chromefolk (pg. 11). A feudal civilization was reestablished by gutting the colony ship interior for supplies.
- **10 ya:** Sharpe Co. made first contact and concluded negotiations with the Landed Nobles, established a compound, and began their aurora diamond mining operation in exchange for provision of weapons and supplies. Land Baron Tet Jörgessen's rule tightened as his tyranny increased.
- **5 ya:** The creed of Revivalist Mareism began to spread from Tide Priest street preachers led by Deacon Nakae, the populist version of the faith threatening the hierarchy. High Priest Nar Tanaka excommunicated the heretical preachers, and persuaded the Land Baron to crack down, arresting and exiling any collaborators. The Sacred Grotto (pg. 38) became the new home of the young faith, the Land Baron unwilling to crack down completely and thus risk creating martyrs for the cause.
- **1ya:** The lost moon of Karth, now covered in desert, was rediscovered by House Tanaka navigators using a newly-acquired (courtesy of Sharpe Co.) spaceship. A Manian offworld colony was established, and they began exporting the immortality drug Wigoy Powder, which allows the Landed Nobles the chance to reign forever.
- **2 months ago:** The burning of the Storm's Eye Theater in the middle of a free play caused the deaths of 230 mostly working-class Manians. The Barony blamed radical zealot agitators, while the Tide Priests claimed it was a false flag operation perpetuated by the Land Baron's agents. Everyone has an opinion. The open flames of rebellion were kindled.

1d10 Why Am I Here?

1. You inherited a catamaran in a will from a Manian uncle. You're here to collect.

2. The heat from the last job is too much in the core worlds, so you've booked passage to the rim to lay low until it dies down.

3. You've been hired by Sharpe Co. to investigate disruptions to their operations on Mani, and ensure secure aurora diamond transport and order.

4. You're here to pull off an aurora diamond hovertrain heist

5. The oldtech salvage around the ancient Platform 11 could be enough to make a dent in your debt.

6. Word has gotten to you that a good friend has been locked up in Folly Rock. You're getting them out.

7. You've seen things that you can't forget: the screams, the warpings of flesh. You deserve some damn R&R and shore leave!

8. You're shooting a prestige photo documentary about the building unrest in Mani.

9. The Tide Priests of Mani are said to be able to return life to the bodies of the fallen. You've got a cryopod with the corpse of someone dear to you.

10. The Land Barons have recruited offworlders to provide deniable operators to locate and crush treasonous activity

FACTIONS

Landed Nobles

The ancestral rulers of the Last Atoll since the taking of the generation ship 200 years ago. The pact that created the Landed Barons shared power between the Great Houses. House Jörgessen was to hold the Land Baron's Throne, and House Tanaka the ancestral position of High Priest. In the years that followed, the ranks of the hereditary swelled to scores of petty nobles, holding little ruling power but entitled to their own petty fiefs and taxation of their residents, often no larger than single buildings. With the displacement of these petty nobles due to half of the Landed District being demolished for the Sharpe Co. Compound, dissent against the status quo has begun to circulate, even among the nobles.

Notable NPCs

Baron Tet Jörgessen IX (pg. 24)

Milo Jörgessen (pg. 24)

Matron Hildegard Tanaka (pg. 18)

High Priest Nar Tanaka (pg. 18)

Ingmar Aoki (pg. 30)

Sharpe Co.

A shifty megacorp with dozens of outback worlds under its thumb, Sharpe Co. specializes in mineral extraction and processing. Mani is their prize gem, allowing them control of the lucrative aurora diamond trade. They provide employment for locals and offworlders alike in their aurora diamond mining operation and Compound, though at poor wages, fresh water, and food rations. Offworld mining specialists, however, are paid well due to deep company fear of repeat unionization incidents.

Notable NPCs

Regional Manager Steven Crake (pg. 27)

Head of Security Frank Adebayo (pg. 27)

Overseer Milora (pg. 47)

Tide Priests

Exiled from the Last Atoll for the radical preaching of Revival Mareism, they claim that the Mandate has passed, and that those closer to the Sea's truths should sit at the Ship Palace instead of those blinded by indulgence. They are known to tell fortunes and speak in prophecies. They practice a strict adherence to their faith.

Notable NPCs

Deacon Nakae (pg. 40)

Deacon Lazaro (pg. 40)

Holy Divers

Mutant people with gills and slick, green skin created through the power of the Adaption Vats (pg. 43), they are despised by the Landed Nobles and seen as abominations, cursed to never know the Sea's blessing of land for too long. The Tide Priests see them as blessed children of the Sea, the chosen people of the waves. The Divers are a diverse group, bound only by their physical mutation and popular persecution. Many are laboring away in Folly Rock Prison (pg. 35).

Notable NPCs

Klod (pg. 42)

Feral Divers (pg. 20)

Atoll Guilds

The Guilds of the Last Atoll control most labor, and constantly clash amongst themselves, yet they provide a level of representation to their specialized workers and collective protection against abuses from the Land Nobles. To represent themselves they collectively elect a candidate that they hate least. Guildsmaster Yona speaks for the Guilds to the Houses. They are concerned about Sharpe Co.'s growing presence and the risk of Chromefolk labor competition.

Notable NPCs

Guildsmaster Yona (pg. 29)

Ludvig Mori (pg. 30)

Chromefolk

Starborn people on the outside of society, they are treated as second class citizens. Their silver metallic irises are a dominant genetic trait. They maintain the culture and customs of the generation ship they've been exiled from. Each meal starts with the traditional promise that next year will see a return to the stars, and that this place is temporary. Refugees carry bits from the ship as holy icons and relics of the past time. Groups of households are still organized into long-lost ship section evacuation groups, and follow other mostly-forgotten vestiges of generational shipboard tradition like emergency drills. Chromefolk Pirates from the *Admiral Graze* (pg. 44) are seen as folk heroes, regardless of their brutality, and ballads about them are some of the more popular songs on Mani.

Notable NPCs

Hermia (pg. 34)

Galees (pg. 45)

The Hagfeeder (pg. 45)

REVOLUTION!

Periodically, a roll on the Revolution Event Table is made to determine background events happening on Mani. These can be used by the Warden to raise or lower the tension level of the session and overall campaign. The events are left general, for the Warden to define how they impact their game on Mani.

Revolution Points start at 0, and Revolution Phase starts at Stirring. Certain Revolution Events cause Revolution Points to increase. When the Revolution reaches a new Phase, Random Encounters and the situation at each Area on Mani chaotically change.

On average, the Revolution Phase will reach Fever Pitch within twelve Revolution Event Rolls. Wardens can choose to roll before every session, at the start of each in-game week, or at the start of each in-game day depending on their pacing preference. Want things to stay stable longer or spiral out of control faster? Just roll less often. They can also choose to manually override the system and decide when events happen. Revolution Phases exist to suggest neat evolutions to a living setting, and aren't an unbreakable blueprint.

This process begins as soon as the crew arrives on Mani, and happens even if they leave Mani behind. This is handy to mention on sector newscasts updates while the crew is elsewhere. The planet they leave behind may not be the one they return to.

If used for a one shot, the Warden can either ignore the evolving situation or throw the crew into the Fever Pitch Phase for a more chaotic time.

Determining the final faction dynamics and changes to the situation on Mani post-revolution leaves the bounds of this published module, and is in the devious hands of the Warden.

Revolution Events

1d20	Revolution Event
1	Assassination of Faction Representative. **Revolution Points +1**
2	Injustice. **Revolution Points +1**
3	Recruitment. **Revolution Points +1**
4	Kidnapping. **Revolution Points +1**
5	Bombing. **Revolution Points +1**
6	Large Protest. **Revolution Points +1**
7	Coup Plot Discovered. **Revolution Points +1**
8	New Schism. **Revolution Points +1**
9	Raid. **Revolution Points +1**
10	Violent Skirmish. **Revolution Points +1**
11	Notable Offworld Visitor.
12	Diplomatic Efforts.
13	Space Plague.
14	Hurricane.
15	Major Flooding.
16	Asteroid Impact.
17	Comet Flyby.
18	Tsunami.
19	Fire Breaks Out.
20	Hagfish Run.

Revolution Phases

Revolution Points	Attitude	What Happens
0–3	Stirring	Occasional bursts of violence and general disquiet.
4–5	Rising	Constant skirmishes and strikes.
6+	Fever Pitch	Full on war in the streets and seas, until a bloody climax.

Stirring: 1d10 **Rising:** 1d10+5 **Fever Pitch:** 1d10+10

1. A sober, algae oil lantern-lit vigil to those lost in the Storm's Eye fire.

2. A huge illegal rock concert in the backstreets. It will get broken up after 1d5 hours.

3. A statue of Land Baron Kalor the First is being torn down with ropes by angry petty nobles wearing fish face masks.

4. A Tide Priest procession is trawling kelp streamers and self-flagellating in defiance of Land Baron orders. They are rounded up within one hour and forcibly dispersed.

5. An authorized guild strike, with picketers demanding higher compensation amidst their grumbling.

6. 1d5 Chromefolk youth in hooded vests sidle up and inquire if the crew has any day labor or special tasks they need at a low price (100cr a day for hiring all, 250cr a day for risky jobs).

7. A Baronial Guard **[C:35 Pulse Rifle 3d10 DMG I:25 W:3(15)]** blows his whistle and sprints after a shirtless Holy Diver carrying off a large chain of whale sausages.

8. A convoy of six Sharpe Co. Security Officers **[C:30 Stun Pike 1d10 DMG I:25 W:2(20)]** hustles through, pushing a two meter hoversledge carrying a metal chest and wearily eyeing passersby, with hands on their weapons.

9. Loudspeakers broadcast an address from High Priest Nar Tanaka. '*The Sea blesses those who keep the peace.*'

10. Distant gunshots and sirens are heard.

11. A firebombing of worker apartments has taken place, the tenants stumbling and coughing out of the smoking doorway.

12. A band of 1d5 revelers in identity-concealing, oil-stained full length green body-suits runs down the street, stolen crab skewers in hand. They are drinking kelp hooch through mouth slits in their suits, and they invite passersby to party and take whatever they want with them.

13. A colorful street barricade of broken, longtail taxi boats has been hastily erected. Ten Manian Rebels **[C:25 Pipe Gun 1d10 DMG I:25 W:2(15)]** are in a standoff with five Baronial Guards **[C:35 Pulse Rifle 3d10 DMG I:25 W:3(15)]**.

14. A squad of 1d5 Chromefolk Pirates **[C:30 Rigging Gun 1d10 DMG I:25 W:2(15)]** and a group of 1d5 Holy Divers **[C:35 Vibechete Staff 2d10 DMG I:30 W:2(20)]** are involved in a strategic dispute that is about to turn violent, weapons drawn.

15. Tinny loudspeakers play sirens for one hour, making conversation difficult.

16. An impromptu tribunal of 1d5 Sharpe Co. traitors in suits is being held by 1d10 Tide Priests **[C:25 Daggers 1d5 DMG I:30 W:1(15)]** and 1d5 Bandoliered Manian Rebels **[C:35 Pipeguns 1d10 DMG I:30 W:2(15)]**. Most protest their innocence or compulsion. The jury trends towards immediate capital punishment by harpoon.

17. An artillery strike causes all Nearby to make Body Saves or suffer 2d10 DMG from shrapnel and concussive force. The ear ringing persists for weeks.

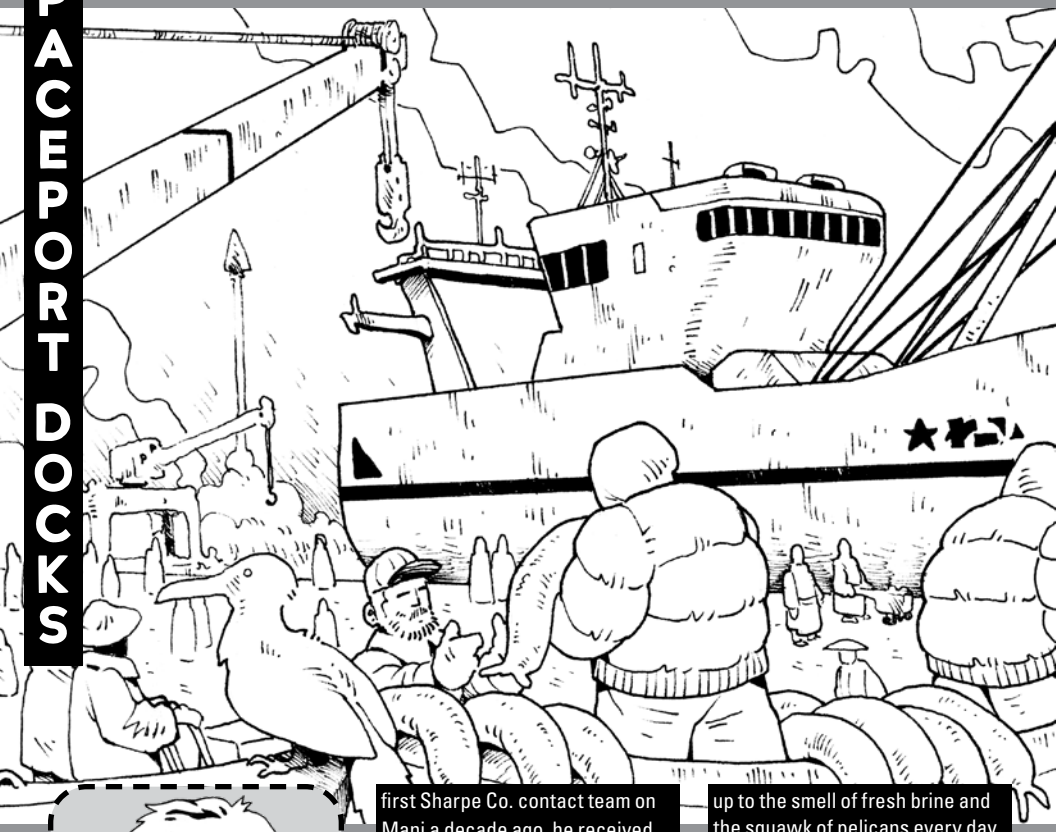
18. The street is completely filled with mobs of Manians bearing pipes, Molotov cocktails, and the occasional SMG, all chanting revolutionary slogans such as 'Land for All!' The crew will have to change direction and go with the flow or suffer a delay by taking a back route to their destination.

19. Smoky aerosol capsules are launched above the district with a whistle, plunging the streets into smoggy, artificial night. Screeches are heard from the Ship Palace sewers as 1d10 Feral Divers **[C:55 Claws and Teeth 1d10 DMG I:40 W:2(20)]** race out to hunt in the temporary darkness.

20. A group of 1d10 Baronial Death Squad Guards **[C:45 Pulse Rifle 3d10 DMG I:30 W:2(20)]**, reflective helmets down, are announcing curfew and shooting any who aren't inside.

First Impressions

The smell of rocket fuel mingles with the brine of the lapping sea. Stevedores bustle and shout, unloading the latest catch of hagfish. Shipmaster Krithlee oversees while bored. Scavenged parts from the shallow seas and ancient derelicts make up much of the surrounding rusted structures.



Portmaster Krithlee

C:20 Foam Gun **I:**55 **W:**2(10)

A twitchy, avaricious man always wearing a cargo vest. Part of the first Sharpe Co. contact team on Mani a decade ago, he received his Portmaster position as reward, but was passed up for promotion to Regional Manager. He actually loves it here, and has turned down corporate rotation offers. He is happy to play both sides, discretely and with no loyalties. He always has his ear to the ground. He is secretly facilitating the transfer of hijacked aurora diamonds to smuggler free merchant expats on the Atoll who have trusted transponders.

Desires

To come out on top of whatever the situation as it resolves on Mani, a red hovercycle with flames on the side, to keep waking up to the smell of fresh brine and the squawk of pelicans every day.

Fears

Getting caught by Sharpe. Co, political instability reducing his gun-running income.

Jobs

- Discreetly purchase crates of forbidden body pillows from a Wet Market vendor for offworld export. ***Reward:*** *5kcr and one body pillow.*

Secret Job

- Make a weapons crate delivery to the Chromefolk Pirates on the Admiral Graze and collect their diamonds in payment (pg. 44). ***Reward:*** *Keep 100 kg of unrefined aurora diamonds (worth 10kcr).*

1d6 Spaceport Docks Locations

1. Baronial Checkpoint and Sharpe Co. Exchange: Round plastic kiosk staffed by 1 Baronial Guard and Portmaster Krithlee's bored assistant Todd. Todd takes names, purpose of visit, and estimated duration of all visitors to be shared with the Land Baron and Sharpe Co., and is easily bribed.

2. Fuel Tanks: Reinforced plastisteel orange silos that will utterly demolish the Spaceport in a percussive towering explosion if ruptured. Fuel costs are 2x normal.

3. Fishing Boat Dock: Beanie-capped Fishmongers Guild representatives direct the unloading of hagfish from large fishing vessels. They offer to sell their fresh catch individually, 15cr for an armful of hagfish.

4. Landing Pad: A broad rectangular tarmac with white lines denoting landing spaces, no repairs are offered, but lucky painted figures, in Manian print, are available for ship exteriors for 500cr per class of ship. Norca whales, oceanscapes, and coffee mugs are popular designs. A handful of ships docked include *The Long Goodbye*, a cargo lander from the desert moon of Karth collecting Wigoy Powder for longevity treatments and *Scorpio Rose*, a luxury pleasure yacht owned by eight corpo youths looking to party on Mani, guarded by an android butler.

5. Portmaster's Office: This modular red portabuilding oversees the landing platform. Cluttered with physical paperwork forms and lava lamps, Portmaster Krithlee is usually here.

6. Monorail Tram to Sharpe Co. Compound: A smooth, curving bridge extends across the opening in the ring of the Last Atoll, with an automated tram arriving every eight minutes for visitors and those who want to get directly to the walled luxury enclave. The fee is 100cr or free with a Sharpe Co. i.d. or an invitation to the Compound. At the docks below, with the gurgle of their idling kelp gas engines, are several colorfully-painted long tail boats in a variety of states of repair. Drivers cluster around new arrivals, seeking business. It costs 100cr to get anywhere around the Last Atoll.

1d5 Spaceport Docks Area Encounters

1d5	Encounter (Rising +1) (Fever Pitch +2)
1	Vehicle artists in patchwork smocks offer free samples of their work painted on the crew's ship. They specialize in crabs and pinup models holding large pistols.
2	A Manian pelican shits on a PC's shoulder. Passersby let them know that it's good luck.
3	An Orthodox Mareist religious procession to the Sea for cleansing baths passes by, with 1d20 faithful, roping off part of the fishing dock for an hour.
4	A young pickpocket in an oversized sun hat and plastic bottle shades attempts to rob one PC while they're engaged with something else.
5	At a surprise inspection checkpoint, two aggressive Sharpe Co. Guards with matching bowl cuts are checking all offworld visitors, frisking for illicit goods unless bribed 250cr each or the crew have official ties.
6	Stevedores are on an unauthorized strike, well-dressed, dark-robed Fishmongers Guild negotiators trying to restore operations.
7	Hagfish (C:25 Too Many Mouths 1 Wound I:20 W:6(10)) are swarming overland in a sticky, undulating mass, hungry for flesh.

PHASE CHANGES

Rising: Monorail is limited to twice per day and heavily guarded. Spaceship fuel costs double.

Fever Pitch: Crowds of people press desperately against the chain link fence surrounding the Spaceport, to get on the last ships out. Without a pass, nobody is allowed into the Spaceport Docks as Sharpe Co. Guards stand behind the sagging fence. Fishing ships smolder, capsized at the Docks.

First Impressions

Winding alleyways and patched together stalls, flanked by glowing signs and well-constructed hip-and-gable roofed buildings open out into small squares. This is the main bazaar of the Last Atoll, as well as the traditional center of the Mareist faith. The High Priest has always been a Tanaka, and the House rivals the power of the Land Baron here with their near-monopoly on tolerated organized crime on Mani as well.

WET MARKET LOCATIONS

1. Coelacanth Stalls: Expensive meat harvested from long-line deep sea fishing is available, a nice traditional gift for impressing people. A very acquired taste, it is oily and acrid, and a mild laxative (1kcr for a slab steak). Run by House Tanaka directly, despite the grumblings of the Fishmongers Guild.

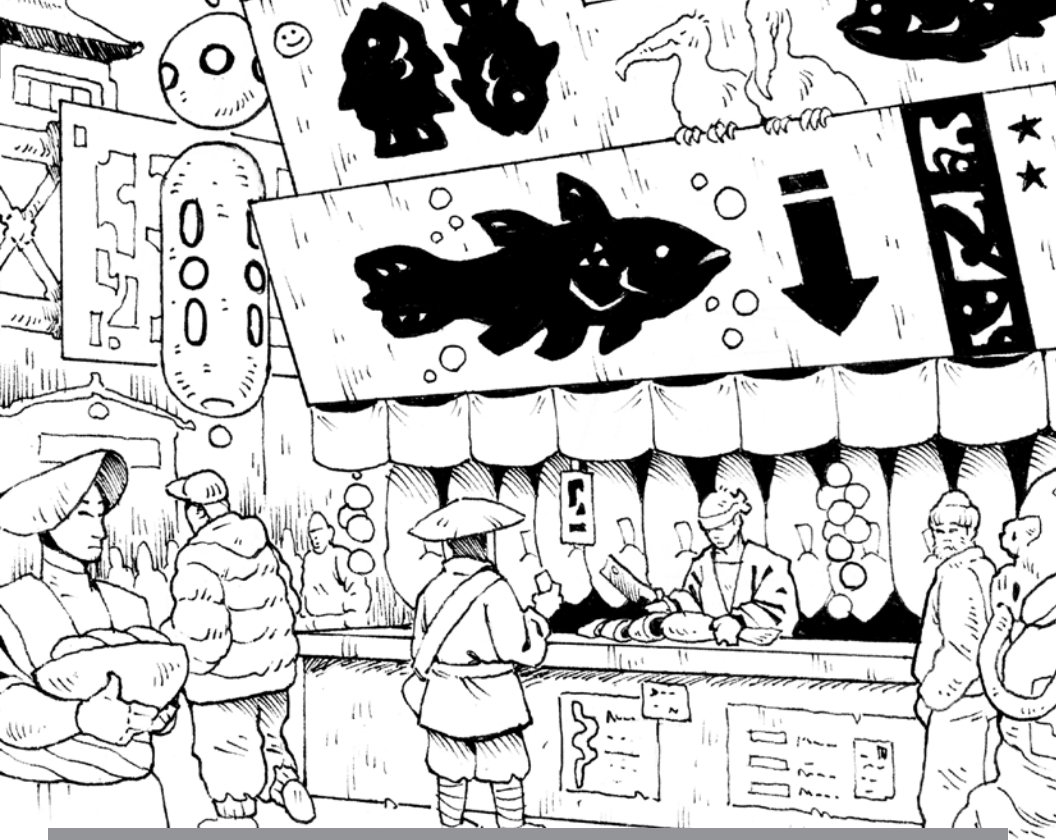
2. Wet Stalls: Fringing ramshackles structures, all manner of living sea creatures swirl in scratched plastic tanks, the majority of which are hagfish. Run by coverall-clad and hook-ringed members of the Fishmongers Guild, buyers seeking black market goods can go behind stained curtains by requesting 'the three day old specials.' There, dimly-lit stalls exist in the hollow shells of the abandoned buildings, and offer a variety of goods. House Tanaka takes a cut from all sales.

3. Tanaka Estate: Housing blocks arranged around a central courtyard, with a garden lined with pine trees. Guarded by ten House Tanaka Bodyguards **[C:30 Ornate Vibechete 2d10 DMG I:30 W:2(20)]** in black overalls. This is the living quarters for High Priest Nar Tanaka and Matron Hildegarde Tanaka.

4. Javie's Tavern: A neon-lit bar walled with imported dark hardwood.The main drinking establishment frequented by Sharpe Co. employees off-Compound, 1d10+10 are in attendance at any point. Serves decent local seafood dishes and kelp hooch at 3x inflated prices.

5. Great Temple of the Merciful Sea: Soaring domed building with an open oculus in the middle. Ornate carvings of waves and the lineage of past Land Barons are on the wall, emerging from the water. Priests collect tithes from the faithful in fish, material, or credits, kept in a neat pile on the far side (1d5x2kcr worth at any time). An elevated 20' tall pulpit is where the droning daily sermons of High Priest Nar Tanaka are delivered.

1d10	Black Market Goods
1	**Imported Scuba Gear:** Sleek forked flippers,wetsuit, and oxygen tank (lasts 3 hours). 150cr
2	**Coelacanth Steaks:** Harvested outside of Fishmongers Guild channels, 1kcr for a slab steak.
3	**Sensual Companionship:** Paired with outdated psychotherapy, 1kcr per hour couch session.
4	**Crates of Unlabeled Offworld Cassettes:** Genres tend towards cosmic scream, sludgecore ska, and acoustic blues, 100cr for 10 tapes.
5	**Hypermeth:** Hidden in large baggies inside sloshing sacks of nutrient solution, 150cr per dose.
6	**Provocative Body Pillows:** With the image of Baron Tet Jörgessen IX. As wildly illegal to possess as unpopular. Mulleted seller desperate to unload stock, has two 100 kg crates of them, 50cr each.
7	**Radio Transmitters:** Rectangular canister one meter long with extendable antenna and microphone, capable of FM broadcasting for 1000 km, 3kcr each.
8	**Wigoy Powder:** Blue-gray powder that completely pauses the aging process if taken daily, and slowly turns the flesh blue-gray over repeated use, existentially addictive, a 1000kcr daily dose grants +1d10 Intellect and +1d10 Body, long time users must take daily or suffer disadvantage on all Saves.
9	**Live Lion:** In a flimsy carrier crate, tranquilized, 6kcr.
10	**Green Stained SMG (2d10 DMG):** For trusted customers of the Tanakas only.



1d5 Wet Market Encounters

1d5	Encounter (Rising +1) (Fever Pitch +2)
1	An upset box of blue crabs scuttles as an irate cursing chef chases them around slate streets.
2	An offer of coelacanth samples at a white-fabric-draped stall.
3	A street banjolele player takes requests or improvises a jam for 5cr.
4	A friendly merchant in a tunic tries to strike a deal to export their high-grade aurora diamond necklaces offworld, at a fraction of their value, for enormous returns. These are actually just zirconiums with small flickering light projectors in a jewelry fitting. The merchant gives coordinates to buyers offworld on Prospero's Dream. No buyer exists. Only asking 500cr per necklace.
5	The public execution of captured Chromefolk Pirates, as they are ritually drowned, accompanied by an Orthodox Mareist priest. Mixed reviews arise from the murmuring crowd.
6	1d5 Looters smashing stall displays for goods
7	"Violent clash in the street betweeen 1d10 Tanaka Bodygyards and 1d10 Baronial Guards.

PHASE CHANGES

Rising: High Priest Nar Tanaka begins to grow suspicious of his wife's evening absences.

Fever Pitch: House Tanaka forces lockdown of the district and guards all entries against any armed forces. They won't let Baronial Guards or revolutionary forces in. Matron Tanaka tries to gauge which way the wind blows before throwing her weight around.

MAJOR NPCs OF THE MARKET

High Priest Nar Tanaka

C: 25 Gold Shell Scepter 1d5 DMG **I:**35 **W:**2(10)

A plump and ornately garbed wealthy man, with blue-gray flesh, he speaks in squawking bursts. He is good friends with Portmaster Krithlee, who is in over his head smuggling weapons for the Chrome-folk. Krithlee resents Nar Tanaka, and is refusing to cooperate in the needed cleanup.

Desires

Things to go back to the way they were, increased influence.

Fears

Mob rule, being unloved, their friend Krithlee being painfully executed.

Jobs

- Spread the good word of Orthodox Mareism to the people. ***Reward:*** *250cr per proven conversion.*
- Convert the heretical Milo Jörgessen (pg. 24) to the faith, for a future Baron must be Seafearing. ***Reward:*** *25kcr*
- Recover access to the Vessel of Passage (pg. 39) from the Tide Priests. ***Reward:*** *15kcr*

Matron Hildegard Tanaka

C:30 Porcelein Revolver 1d10 DMG **I:**60 **W:**2(15)

The calm and collected matriarch of House Tanaka, and kingpin of its organized crime and business activities, she has expectations for her underlings. She is cheating on her husband, High Priest Nar Tanaka, with the idealistic rebel Ludvig Mori, in hopes of a misrepresented heir.

Desires

To maintain her position of power on Mani regardless of how things shake out, an heir.

Fears

Her house's destruction, Sharpe Co.'s long term plans for Mani.

Jobs

- Travel to the desert moon of Karth and convince her estranged daughter, Governor Steig Tanaka, to return to Mani and rejoin the family. ***Reward:*** *20kcr.*
- Firebomb the new kelp hooch distillery in Floatholm, to create a liquor monopoly. ***Reward:*** *10kcr.*

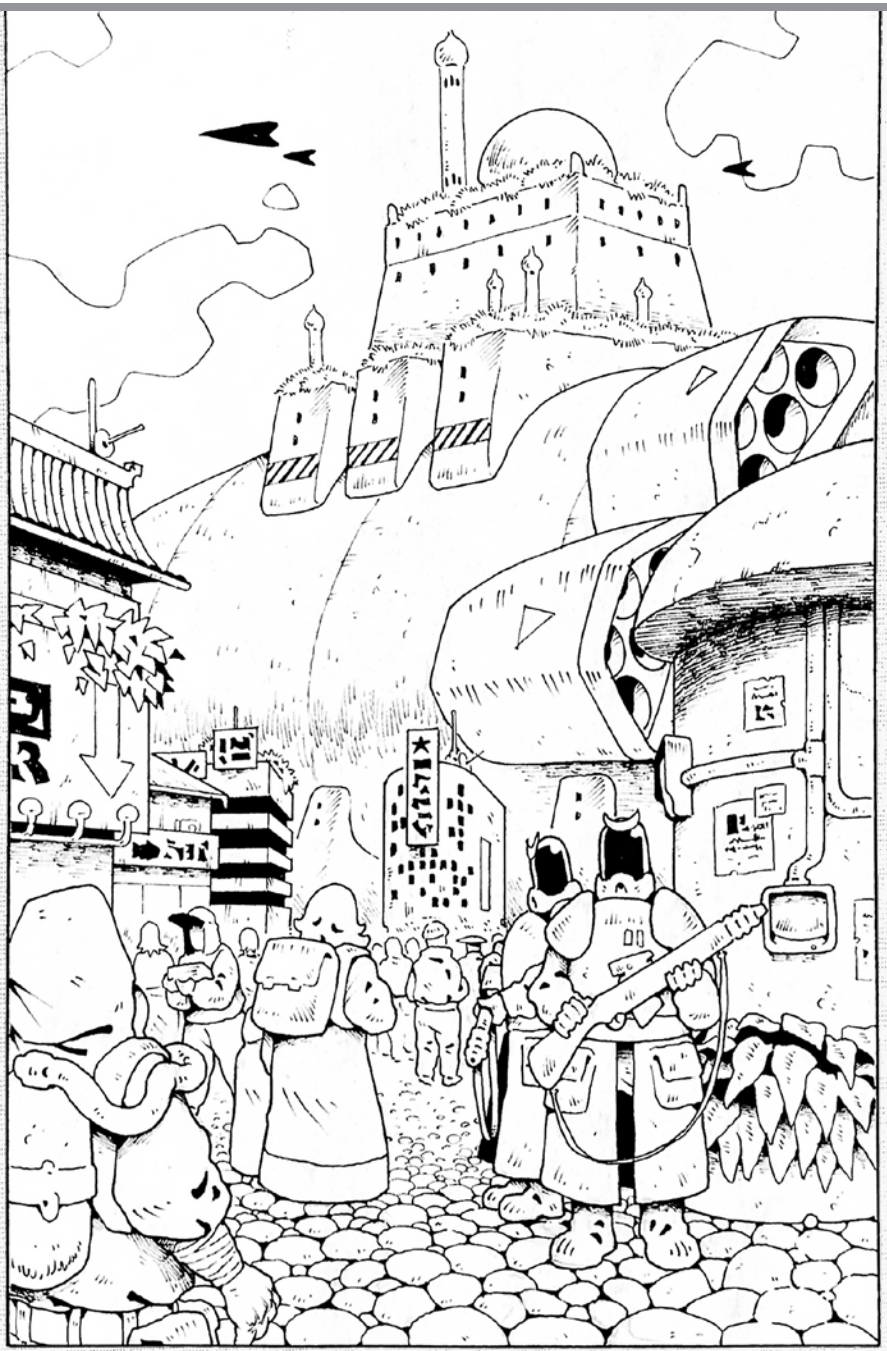
Secret Job

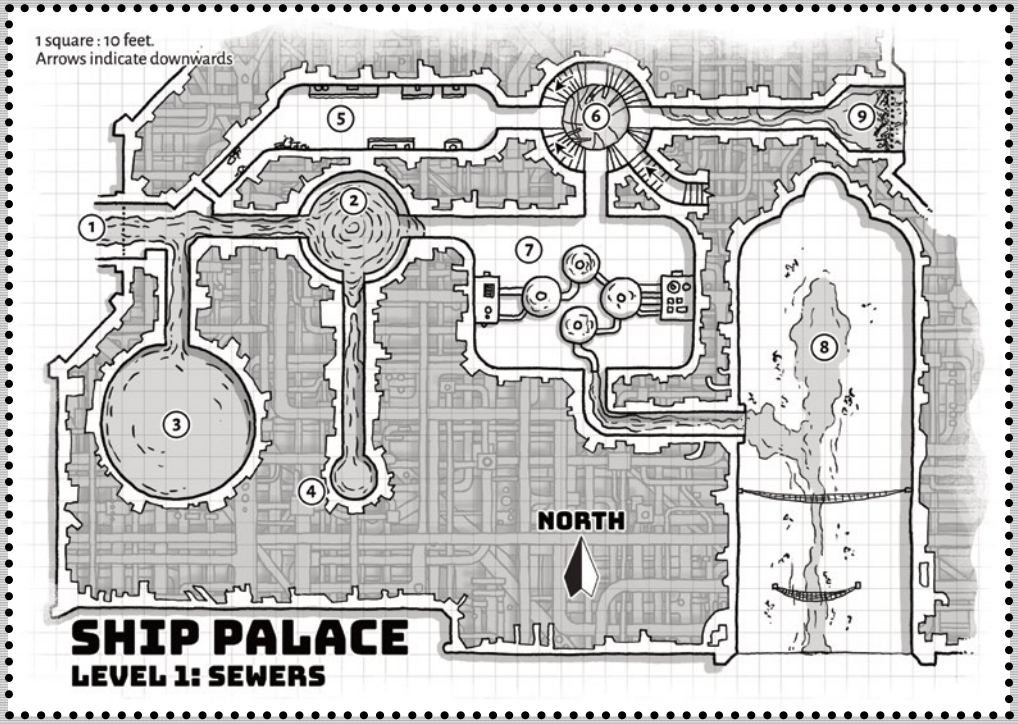
- Wants to take Ludvig Mori on the best day of his life, fill it with his favorite experiences, and then kill him painlessly—he likes live music—and make it look accidental. ***Reward:*** *40kcr.*

SHIP PALACE

First Impressions

A gutted, twenty-story-high former generation ship turned into a decadent chrome palace of the Land Barons. There is a constant patrol rotation of Baronial Guards in the surrounding leafy and blue painted neighborhoods, to keep things tranquil. The Land Baron often gives announcements from the floating Speaking Platform that he uses to ferry visitors and supplies up to the tower. The Ship Palace has strewn its guts over the Last Atoll. Many of the structures were salvaged from the interior, forming a cavernous hollow throughout most of the structure.





OVERVIEW: GETTING INTO THE SHIP PALACE

The Baron's Speaking Platform is a gilded oldtech hovering disc that is activated remotely, using his always-worn oldtech command monocle or another command monocle (pg. 40). Those who can't access the Speaking Platform can attempt to infiltrate upwards through the accessible Sewer Tunnels.

High Priest Nar Tanaka's secret failed human experiments using the Adaption Vats produced the unthinking and ever-murderous Feral Divers.

Unwilling to kill his creations, he hid them away in the sewers where they've survived on leavings and the occasional curious wanderer, which has caused rumors of monsters under the Ship Palace to spread.

Feral Divers

C:35 Teeth and Claws 1d10 DMG **I:**40 **W:**2(20)

UV Susceptibility: Feral Divers suffer 2d10 DMG for every round of sun exposure.

1d5 Sewer Tunnel Encounters

1d5	Encounter
1	1d5 Feral Divers **[C:35 Teeth and Claws 1d10 DMG I:40 W:2(20)]**, hungry and snarling.
2	One Feral Diver rocking back and forth, facing the wall, screeches loudly if disturbed.
3	1d10 Dog-Sized Rats **[C:20 Bite 1d5 DMG I:30 W:1]** scurry along walkways.
4	Oozing spray of sewage jets out from the wall, spraying characters. Sanity Save or suffer 1 Stress.
5	Bearded revolutionary seeking entrance to upper levels in order to infiltrate the Ship Palace.

LEVEL 1: SEWER TUNNELS

These dark and foul smelling former maintence tunnels dispose of the Ship Palace's plentiful waste and through long-ago repurposed generation ship systems filter and recycle water. This provides the majority of the Last Atoll's potable water supply.

Sewer Locations

1. Challenger Entry: Scrap metal gate studded with human hands in varying stages of decay. *'Thus To All Who Challenge Rightful Rule.'* After behanding, traitors are tossed into the sewer, the lucky ones dying of shock before the Feral Divers find them. Unlocked, but creaks loudly. Has gnawed foot sticking out of the foul muck (Fear Save or 1 Stress).

2. Murky Nexus: Swirling sewage surrounded by narrow walkways. Webbed handprints in brown are all over the walls.

3. Charnel House: Bone-filled slaughter chamber of the Feral Divers, waist deep water (Fear Save or take 1d5 Stress on arrival). At any point there are 2d10 Feral Divers present. They hiss at lights, are warded off by very bright lights, and burnt by sunlight.

4. Wastehole: Rotting food and stained, a 3 meter wide slick pipe snakes upwards with minimal traction. Frozen chunks of garbage and discarded luxurious offworld food occasionally drop downwards. 1d5 Feral Divers wait in chest-high murky sewage to gather scraps from above.

5. Smugglers Hideaway: Locked in an oversized wall safe, obviously tucked under a tarpaulin in a collapsed and debris-filled chamber (combo: 0002) is a bug out stash for Shipmaster Krithlee. Includes UV headlamp, 20kcr, pulse rifle, 3 stimpaks, a 5 kg file folder of ship inspection blackmail, and a transorbital emergency beacon. Also hidden here is the old control room. Operation requires the Land Baron's command monocle (pg. 23). If activated, the ship starts rumbling, then a failed takeoff backblast scorches the part of Leeshade that is behind the sole intact rear thruster.

6. Winding UV Stairway: Spiral staircase slick and bowed in the middle from the passage of generations of feet, white ceramic material spiraling up for 20 stories of landings to nowhere, through the dark void of the gutted generation ship, broken up by fragments of girder and dangling cables. There is no railing, and the area is flooded with powerful UV light stands at each landing, to keep the Feral Divers on the first level. An unlocked heavy stone door on top leads to the Grand Landing (pg. 23).

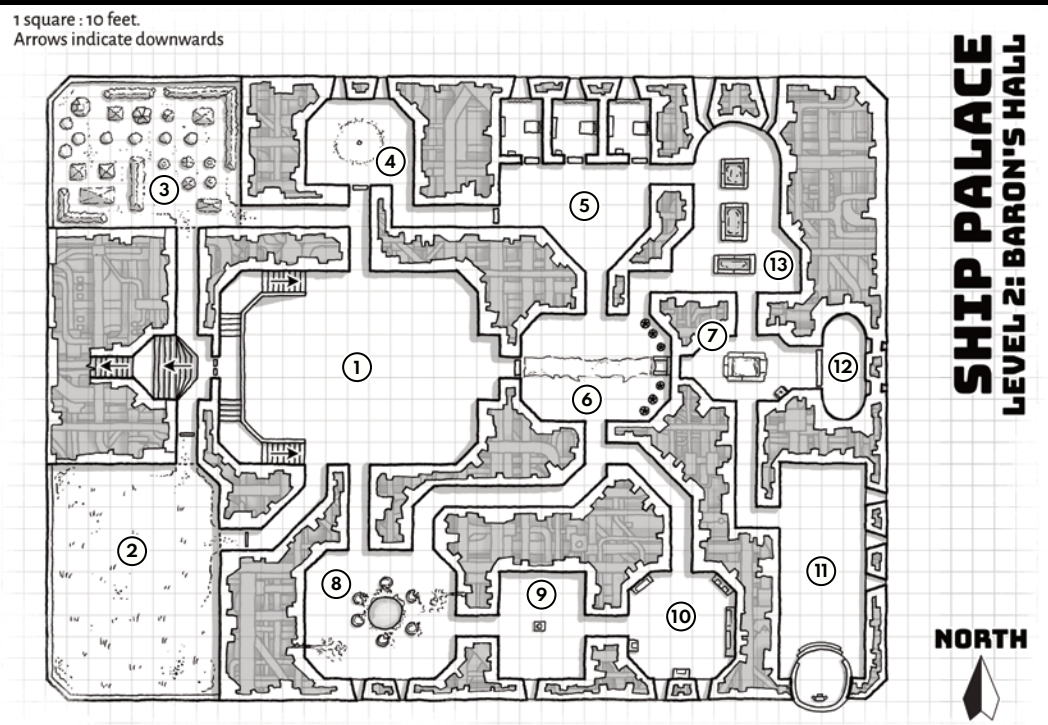
7. Settling Tanks: Large pipes suck water from whirling tanks into advanced filtration units where it is recycled and used for extravagant gardens and baths on Level 2. If blown up, the Last Atoll's water supply is cut by 70%, and mass drought ensues.

8. Hollow Thruster Tunnel: A long void, scribbled with the occasional marks of tag graffiti and rusty blood stains Strung with a couple sieve nets, on the chance something usable thrown out from the nobles floats by in the sewage.

9. Rusted Floodgates: Knee-high muck-encrusted corridor dead ending, barred by debris and a trash-rusted grate. Requires at least two very strong individuals to slowly lift it, making an echoey, grinding sound.

LEVEL 2: BARON'S HALL

Arching, six meter high ceilings and plentiful windows bask in eternal light above the cavernous central cavity, echoing with groans and distant drops of water. Exterior is surrounded by ornamental spires and domes, carefully placed ivy, hedges, and succulents hanging from ceilings, growing from the verdant landscaping.



1d5 Baron's Hall Encounters

1d5	Encounter
1	One Baronial Guard **[C:30 Pulse Rifle 3d10 DMG I:25 W:3(15)]** on patrol rotation.
2	Milo (pg. 24) and 1d5 Toadies **[C:25 Pearl-Tipped Canes 1d5 DMG I:20 W:1(20)]** slowly chasing a Feral Diver for bloodsport. Servants follow with brushes and buckets to clean up.
3	Five Ceremonial Baronial Guards **[C:45 Pulse Rifle 3d10 DMG I:30 W:2(20)]**, in ornate gilded armor and crested helmets, on a high-stepping patrol.
4	A pair of roaming blue Synth Hounds **[C:30 Metal Jaws 2d10 DMG I:25 W:1(20)]** snarl at anybody not related to the Baron.
5	1d5 pantsuited Sharpe Co. dignitaries, wandering with champagne flutes.

PHASE CHANGES

Rising: Guard staffing is doubled.

Fever Pitch: Chaos as the Baronial Guard masses to ferry squads up and down, using the Speaking Platform, to regain control of the streets. The Land Baron is on the radio, in furious negotiation with Sharpe Co. for more resources and armaments. Ultraviolet lights short out, and Feral Divers assault Level 2. Combine the Level 1 and 2 Encounter Tables.

1. Grand Landing: Two Baronial Guards **[C:30 Pulse Rifle 3d10 DMG I:25 W:3(15)]** stand watch on the other side of the stone door at the top of the staircase (Level 1.6 UV Stairway) over a 60' high vaulted great hall leaning against intricate friezes of lasers holding Chromefolk, crushed under the bare feet and pikes of the first Land Barons.

2. Noble Beef Herd: Quarters of the Baronial Guard. A grassy indoor pasture filled with 35 mooing red cows that smell of lavender. Bunks and footlockers are set up on the edges of the pasture, and 1d10+5 Baronial Guards **[C:30 Pulse Rifle 3d10 DMG I:25 W:3(15)]** are relaxing in their grassy barracks at any point. The Baron quartered them here to always watch his prize red cattle, acquired from Sharpe Co.'s tribute offering. Each of the 35 deliciously-marbled, genetically-curated red cows is worth 500kcr.

3. Topiary Armory: Fragrant rosemary hedges carved into pyramids, dodecahedrons, spheres, and other pleasingly geometric shapes are lit by glowing stones beneath. The armory contains 500 pulse rifles and 1000 perilously-stored frag grenades in securely locked barred crates, tucked next to hedges, with a built in alarm system. Baron Tet Jörgessen IX and Milo Jörgessen keep cylindrical keys with them.

4. Petroom: Behind stained glass doors, a chained Feral Diver in a bell-covered vest circles a peg around the perimeter of a circular shadowed room with drains in the floor and mist nozzles. Used as a display to impress and startle visitors, they are fed hagfish patties and unfaithful servants. They deeply hate Milo.

5. Visitors Suites: Three bedrooms with beaded seaglass curtains and picture window views over the Last Atoll, with cream carpeting. Currently has 1d5 Sharpe Co. VIPs as guests, dressed in shimmery pantsuits, touring the Last Atoll. They panic at the sight of violence.

6. Throne Room: A great phosphorescent rug of glowie sharkskin leads to the foot of a towering, obsidian throne flanked by slate statues of past Land Barons in warlike postures. A small nub button on the arm rotates it left. There is a 50% chance that Baron Tet Jörgessen (pg. 24) is sitting here, chin in one hand, with 1d10 robed nobles idly gossiping and sipping seasnail tea out of intricate vases.

7. Land Baron's Chambers: Only accessible from the pivoting throne. An undulating, red-goo sleeping platform dominates the room, contained in a silvery base in a remodeled former bridge of the generation ship, chrome display consoles ripped up and welded in an arch to the domed ceiling showcasing bay windows looking out rear of Ship Palace and the dark sea beyond. A head-shaped rubbery night stand holds the command monocle while the Land Baron sleeps.

8. Frozen Wastehole: Long-ago-smashed-open cryopods crowded around a stained hole in the floor that smells faintly of rot. A cryogenic hose protrudes from a gash in the wall, mists and freezes anything dropped through or coming up (Body Save or suffer 2d10 DMG). Slick walls lead down to 1.4 Wastehole with a splash.

9. Heir Chambers: Golden funnel helmet with glowing geometric traceries, wide end label 'Dreams In,' narrow mouthed 'Dreams Out.' This projects the wearer's last dream in high fidelity (Sanity Save or suffer 1d5 Stress for witnessing the blood-filled nightmare debauchery dream stored on the device from Milo's last use. Milo Jörgessen (pg. 24) is here if not already encountered elsewhere, lounging in a recessed round pit sofa under a gauzy canopy.

10. Immortality Treatment Clinic: Dust-filled centrifuges vibrate softly in an antiseptic-smelling domed room. Blind Dr. Moz sleeps here and provides treatment by touch with gentle hands. Has 120 doses of Wigoy Powder (pg. 16), 1000kcr per daily dose.

11. Speaking Platform: Rounded golden platform with built-in lectern. Magnifies the voice of any standing at the lectern, enough to be heard for a mile. Used by the Land Baron for important speeches and ferrying goods and visitors to the Ship Palace. Can be slowly levitated up and down. Requires the Land Baron's command monocle to move.

12. Treasury: The enormous round white metal vault door requires the Baron's command monocle to open or requires 24 hours with a cutting torch. Curved discs of green glass cover the walls in this circular chamber, lighting up when movement is detected showing numbers on a 3-D starfield. This is a navigation archive, showing Jump coordinates for every location within three Jumps of Mani, some unknown to Sharpe. Co. Worth 3mcr. A large whalebone chest is tucked in the corner, filled with 200 flawless aurora diamonds, total worth 1mcr.

13. Baths: Empty.

MAJOR NPCs OF THE PALACE

Baron Tet Jörgessen IX

C:30 Gilde Vibe-Katana 3d10 DMG I:55 W:1(25)

Longest ruling Baron in a century, he hasn't left the Ship Palace for a decade. Blue-tinged from his Wigoy Powder habit, he doesn't trust his son Milo to rule, and is paranoid and crafty. He calls for help using his command monocle, and can summon 1d10+5 Baronial Guards who appear within two rounds.

Desires

To purge the Last Atoll of any source of opposition, to control others, somebody who understands him.

Fears

Ever dying, that Milo would make a poor heir, that he's surrounded by plots and enemies.

Jobs

- Infiltrate the Thermidor Cafe clique and report on all activities. ***Reward:*** *100kcr and two off-world cattle.*

Secret Job

- Plant charges from stockpiles of camouflaging oldtech plasma explosive gel around Sharpe Co. Compound (pg. 25). ***Reward:*** *400kcr, disavowal if caught.*

Milo Jörgessen

C:35 Vibe-Katana 3d10 DMG I:45 W:2(20)

Speaks in a sigh. Wants to modernize Mani and sell out to Sharpe Co. Not religious at all, or popular among supporters of Land Barons. Deeply distraught that his father's reign will not pass since he started Wigoy Powder longevity treatments.

Desires

More offworld stuff, a good time all the time, to be respected.

Fears

Boredom, complex and boring administrative tasks.

Jobs

- Sneak him out of the palace to party in Floatholm and act as bodyguard. ***Reward:*** *100kcr.*

Secret Job

- Murder his father, with dignity, and bring him the command monocle. ***Reward:*** *Any favor at all he can offer you as the new Land Baron, if you can keep the secret.*

First Impressions

The closed enclave offers a home away from home for corpos, tourists, and employees on the demolished former site of half of the Landed District. Gentle waves lap at a constantly resupplied artificial white sand beach backed by blocky modular housing buildings and huge barbed wire topped concrete walls.

SHARPE CO. COMPOUND LOCATIONS

1. Jewelry Store: Large plate glass windows show gaudy aurora diamonds in gold settings with tranquil music playing on loop. The cheapest piece goes for 20kcr. Suit-wearing assistants aid and flatter, offering nice champagne to close the deals. Holds 200kcr.

2. Receiving Dock & Processing Facility: Industrial-sized tumblers, diamond cutting blades, and conveyor belts take raw materials and turn out perfect aurora diamonds. Contains 1000 kilos of uncut aurora diamonds at any point.

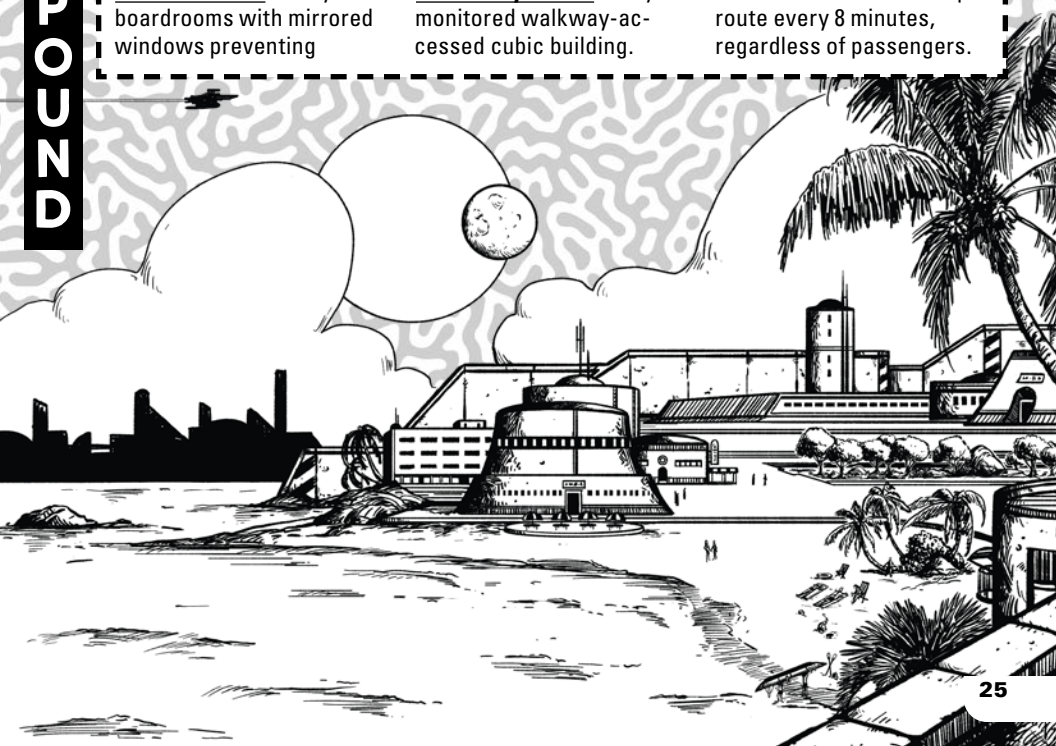
3. Boardrooms: Stuffy boardrooms with mirrored windows preventing distractions of staring at the ocean. Filled with 4d10 white collar corpos in inane meetings. Steven Crake (pg. 27) alternates using empty conference rooms as his office, paranoid of being bugged.

4. The Beachcomber's Lodge: Tacky tiki bar motif and overcomplicated cocktails in tall glasses at a faux wood beachside bar. Smells heavily of incense. Offers a comfortable room and all you can drink at 1000kcr each night. A common haunt of Steven Crake, often seen nursing a daiquiri with a meatball on a skewer.

5. Security Office: Bulky monitored walkway-accessed cubic building. Frank Adebayo has access to cameras covering the compound walls, boardroom, hidden inside company housing, and throughout the Aurora Diamond Mining Facility (pg. 46).

6. Medical Clinic: Antiseptic, gray-walled chambers. Contains all Reconstructive Biopods provided at half cost (5kcr) to employees, or freely to C-level executives and VIPs. Out of the price range for most Manians (10kcr).

7. Monorail Tram to Spaceport: Sleek monorail bridge crosses over lagoon with images of smiling company cartoon hammer mascots on side. Returns on a loop route every 8 minutes, regardless of passengers.



SHARPE CO. RULES

Ships are dispassionately hailed by Sharpe Co. Control upon entering Mani, and asked to state their business and ensure transponders are activated. They are then directed to the only authorized planetary landing zone at the Spaceport Docks. A 2kcr docking fee is charged (waived if acting on official Sharpe Co. business or the crew has the Land Baron's favor). An orbiting Sharpe Co. corvette is present to enforce this.

On the Last Atoll, no firearms are allowed. Explosives, proton augers, virulent biohazards, and portable long range communications arrays are also banned. All offworld visitors must receive a pass stamp.

Credits can be exchanged for Baronial Chits, made of slate and usable on Mani at the official Sharpe Exchange for a 25% markup (a 10% rate is available illicitly in the Wet Market (pg. 16).

1d5 Sharpe Co. Compound Encounters

1d5	Encounter (Rising +1) (Fever Pitch +2)
1	Sharpe Co. mascot in a large hammer costume, giving out free branded mint stimpaks.
2	Beach party! Volleyball and corporate bonding exercises.
3	Sticky hagfish mucus slick shuts down traffic as workers scrub the streets with brushes and buckets.
4	Sunburned tourists play volleyball, inviting everyone walking by to join in for a match.
5	Beached norca whale, laboriously breathing against the weight of gravity. Beachgoers pose for pictures, grabbing its horn.
6	Body of employee found buried in sand, throat cut.
7	1d10 Chromefolk Pirates **[C:30 Rigging Gun 1d10 DMG I:25 W:2(15)]** land on an artificial beach to raid, then retreat to the *Admiral Graze*.

PHASE CHANGES

Rising: Most tourists stop arriving. Desperate Beachcomber's Lodge manager offers half-off discounts on all excursions.

Fever Pitch: Employees rapidly packing shipments of aurora diamonds up ramps for offworld distribution on company dropships. The palm trees burn like torches. Hundreds of Manians are attempting to scale the walls and storm the compound.

1d5	Excursions
1	Cultural culinary immersion in the Wet Markets of Mani. *1kcr.*
2	Guzzler jet skis around the Inner Lagoon. *500cr.*
3	Tour of the Aurora Diamond Facility followed by a Jewelry Store visit *2kcr.*
4	Swim with the hagfish! Deeply discounted to *30cr.*
5	Trophy fishing along the ice sheet. Angle for coelacanth and take pictures with your catch. Dress warm! *5kcr.*

MAJOR NPCs OF SHARPE CO.

Steven Crake

C:20 Folded Pocket Shotgun 4d10 DMG **I:**35 **W:**2(15)

This charismatic people-pleaser, with trendy glasses and styled beard, is in charge of Sharpe Co. operations on Mani. He refers to people by their name often in conversation. His skin is tinted blue-gray.

Desires

Promotion to Sharpe Co. CEO, operations to run smoothly.

Fears

Ever being in poverty again, running out of coral dust.

Jobs

- Strike a deal with the Land Baron to remove limitations on Chromefolk access to have a cheaper labor supply than Atoll Guilds provide. ***Reward:*** *75kcr.*
- Black Market money changers are somewhere on the Last Atoll. Find the location (pg. 16) and end the business. ***Reward:*** *25kcr.*

Frank Adebayo

C:50 Green SMG 3d10 DMG **I:**45 **W:**3(20)

Sports a buzzcut and carries a calm demeanor, speaking in clipped, polite sentences. Frank's father worked security for Sharpe. He sees it as a righteous calling and a duty. He knows Milora has been occasionally murdering people, from watching hidden cameras she missed, and is troubled, but her productivity numbers are great, and it's only a few deaths a year.

Desires

His son to come join him in the family trade, to keep Sharpe Co.'s operations profitable.

Fears

Failing the company.

Jobs

- Accompany on tour of Last Atoll and analyze the security situation as consultants. ***Reward:*** *2kcr.*
- Locate the Chromefolk ship Admiral Graze and get this masked tracking beacon on it. ***Reward:*** *40kcr.*

Secret Job

- Persuade Overseer Milora to stop murdering people without going public. ***Reward:*** *10kcr.*

First Impressions

The largest portion of the Last Atoll, the majority of the population lives in this sprawling, cramped district. Distrust of Chromefolk as economic competitors for the limited resources of the Land Barons and merchant class is rampant.

Leeshade Locations

1. Biogas Refinery: Great smoke stacks belch greasy smoke, drifting out to sea. Stinks of smoking brine and kelp. The great boilers and separation tanks in the echoing clanking halls make biogas to fuel guzzler boats from kelp. Oxygen-tanked and hose-masked members of the Biogas Guild labor in contaminated air to fuel the Last Atoll. A highly explosive, destructive shockwave would wipe out many blocks in the event of an industrial accident.

2. Hagfish Processing: The Fishmongers Guild run a compact blue cannery building along the waterfront, managed by the warbling Overseer Grundis. The hand-cranked conveyor belts and grinders are run by slimesuit covered workers. Has 10,000 kg of hagfish patties on hand at any time.

3. Great Scrapyard: Run by the Scrapmongers Guild, this wide concrete expanse is littered with several dozen ship hulls, remnants of buildings that have collapsed into the water, and twisted fragments of ancient shining metal, all picked over by their guildsmen. There is an 85% chance any required complex mechanical or electrical component can be found here for 3x price. In the back of the sprawling junkyard, the foreman Sour Torb runs the Slippery Lug, where Leeshade workers can kick back and enjoy some smuggled Chromefolk kelp hooch.

4. Tenament Blockrow: Teetering blocks of blackened cell-like apartments lean and occasionally collapse. Most of the workers in Leeshade share a flat with at least four others. Also a good place to lay low for those on the run, few questions are asked. 30cr a day for a squat flat that smells of mildew.

5. Kelp Fields: Rows of small stakes in shallow water, tied onto lines of cultivated edible or combustible kelp species. 1d20+20 kelp harvesters are bent and damp at their work at any time. Common livelihood in Leeshade as kelp labor doesn't require any guild membership. Edible kelp loaf: 1cr. Armful of harvested fuel kelp: 5cr.

Guildsmaster Yona

C:35 Rusty Vibe-katana 3d10 DMG **I:**40 **W:**3(15)

Older and tall, with a mellow affect. Guildsmaster Yona speaks for the guilds to the Houses. She's been concerned about the trickle of cheap offworld goods and materials turning into a flood, and the recent instability reducing work for the guilds.

Desires

Better lives for her people, fair wages, more sunlight.

Fears

The Chromefolk, the growing power of Sharpe Co, life without her son Lance.

Jobs

- Seek negligence compensation for her son Lance's death working in the Aurora Diamond Facility. ***Reward:*** *20% of compensation.*
- Lobby the Land Baron to limit Chromefolk work permits. ***Reward:*** *One free guild contract project with up to 20 members involved for a month.*
- Bring Ludvig Mori (pg. 30) back to face official fining and ceremony for excessive member absenteeism by his Biogas Guild. ***Reward:*** *3kcr.*

Guilds of the Last Atoll

- Fishmongers Guild (fish and seafood merchants).
- Biogas Guild (biogas from kelp).
- Salvagers Guild (reclaimed materials and items).
- The Salters Guild (salt and chemicals).
- Scrapmongers Guild (forging).
- Shipwrights Guild (ship building).

1d5	Posters
1	Have you seen Kal? Last seen outside mouth of Thruster Tunnel
2	No Space for Silvereyes!
3	Karaoke Night at the Thermidor (pg. 30).
4	Flop No More. Join the Fishmongers Guild today.
5	Public Health Notice to not eat tainted kelp harvested in the last week.

1d5 Leeshade Encounters

1d5	Encounter (Rising +1) (Fever Pitch +2)
1	Biogas Guild's showcase parade with small party canisters of biogas tossed from streamer clad floats carried by tens of bearers. Shipwright's Guild sailmakers grumble.
2	Sharpe Co. PR goodwill campaign staffers handing out free SoyPatties and T-shirts. Muted reception.
3	Fisherman in billowing poncho claims his uncle was taken by something in the sewers (pg. 21).
4	Two of the Land Baron's tax collectors, in sky blue uniforms, are demanding tribute from struggling shantytown residents.
5	Sticky hagfish swarm slithers down the street looking for calories to consume. Easy to avoid if not restrained.
6	Angry mob of 1d20+5 guildworkers holding clubs on the lookout for 'silvereyed scabs.'
7	Raiding band of 1d5+5 Chromefolk Pirates pillaging valuables on a raid from the *Admiral Graze* (pg. 44).

PHASE CHANGES

Rising: Guild wages fall as instability reduces available work. Frustration and anger are palpable on the streets.

Fever Pitch: Yona is given a vote of no confidence. The guilds take the street and march to protect their interests. Flare ups of violence against random Chromefolk encountered.

First Impressions

Across a sheetrock street from the charred ruins of The Storm's Eye Theater in Landed District, this is where minor nobility and distant relations of House Jörgessen and Tanaka own their tiny apartment and shop fiefs. Popular fika spot for folks to meet friends and catch up. The performance space in the petty noble district is a hotbed of revolutionary sentiment.

1d5 Thermidor Coffeehouse Encounters

1d5	(Rising +1) (Fever Pitch +2)
1	Ludvig Mori holding auditions for replacement weekend guitarist.
2	Music comes on, a blast of ear-splitting static screeches for five minutes, as the regulars sigh and put on earmuffs.
3	Offworld tourists in shimmering holoshirts are throwing around credits and acting rude, the local patrons murmuring, starting to get pissed off.
4	A local couple on their second coffee date, comparing biopolymer family tree record books, dismayed to discover they are related.
5	Chromefolk booze dealer pulls a vibe-katana on a local trying to not pay for the goods they picked up. The bar is in a buzzing commotion, opening space.
6	1d5+2 Baronial Guards **[C:30 Pulse Rifle 3d10 DMG I:25 W:3(15)]** on patrol, inspecting the premises as the patrons get quiet, looking for short list of individuals.
7	Fire bombs are hurled through the window! Speed Check or suffer 1d10 DMG.

Ingmar Aoki

C:30 Cane Pistol 2d10 DMG **I:**30 **W:**2(20)

A lesser Landed noble, distantly related to the Jörgessens, he has been granted the cafe as his petty fief. Disgruntled and taken to reading and late night discussions. He plans for revolution, and a transition to a collectivist society.

Desires

Music, the overthrow of the Land Barons by a revolutionary vanguard party, some good offworld weed.

Fears

The cycle of violence becoming unending, that he may die before his work is done.

Jobs

- Get him a meeting with the Hagfeeder about joining the revolution, he needs her resources. ***Reward:*** *15kcr.*

Secret Job

- Get him into medical care in the Sharpe Co. facilities, very discreetly, for a lung cancer cure. ***Reward:*** *27,893cr and a great favor.*

Ludvig Mori

C:45 Spray Painted Pulse Rifle 3d10 DMG **I:**25 **W:**3(20)

Sports a long mullet, speaks rapidly and with energy. A low-ranking member of the Biogas Guild, and a leading figure in the Thermidor Cafe revolutionary clique. Secretly having an affair with Matron Tanaka, and falling for her.

Desires

A non-hierarchical anarchist future for Mani, Matron Hildegarde Tanaka.

Fears

Religious zealotry, choosing between his love of Matron Hildegarde and the revolution.

Jobs

- Plant some pipe bombs at the Sharpe Co. resort and steal a weapons shipment in the chaos. Reward: 3kcr.

Secret Jobs

- Help persuade Matron Hildegarde Tanaka to leave her High Priest husband for him. ***Reward:*** *One favor of any kind.*
- Free the Chromefolk guitarist Eric H. from Folly Rock Prison (pg. 35). ***Reward:*** *Free coffee forever, trusted induction into the radical circle.*

Thermidor Coffeehouse Locations

1. Coffee Bar: Ingmar Aoki tends the bar and offers thick espresso from copper spouts for 10cr, clean water for 20cr. The stage holds an array of musical instruments. PCs can make a Speed Check to impress the crowd with a jam.

2. Kitchen: Enormous pots of kelp stew bubble away (2d10 DMG if spilled) on a biogas stove. There is a bustle of activity, with 1d5 waiters scooping bowls of stew or returning with dirty dishes. The white walls have 'Hang In There' seahorse posters.

3. Back Parlor: Storage closet with bags of coffee and impromptu bedroom set up by Ludvig Mori. Suede-covered waterbed and stacks of anti-Baron propaganda pamphlets. The desk has an unsent love letter written to Matron Hildegarde Tanaka sitting on it, asking her to run away with him and to live here, leaving her House behind.

4. Weapons Stockpile: Heavy door labeled 'Freezer' has a mysterious keypad lock (combo: 5656). Inside are 76 green-stained SMGs, 48 rigging guns, and 137 pipe bombs (4d10 DMG), neatly stacked in rows and covered in frost. Locks from the outside.

5. Bathrooms: Marker-graffiti-covered walls and aromas of chlorine. Visitors can get hypermeth with a tap of the nose for 150cr (Advantage on Speed Checks for 3 hours, disadvantage for two days after). Ludvig Mori is often here, talking political philosophy outside the stalls with 1d5 dealers, who give a cut of proceeds to the Thermidor.

PHASE CHANGES

Rising: Coffee gets much worse due to inconsistent supply, cut with water and reused grounds, never admitted to.

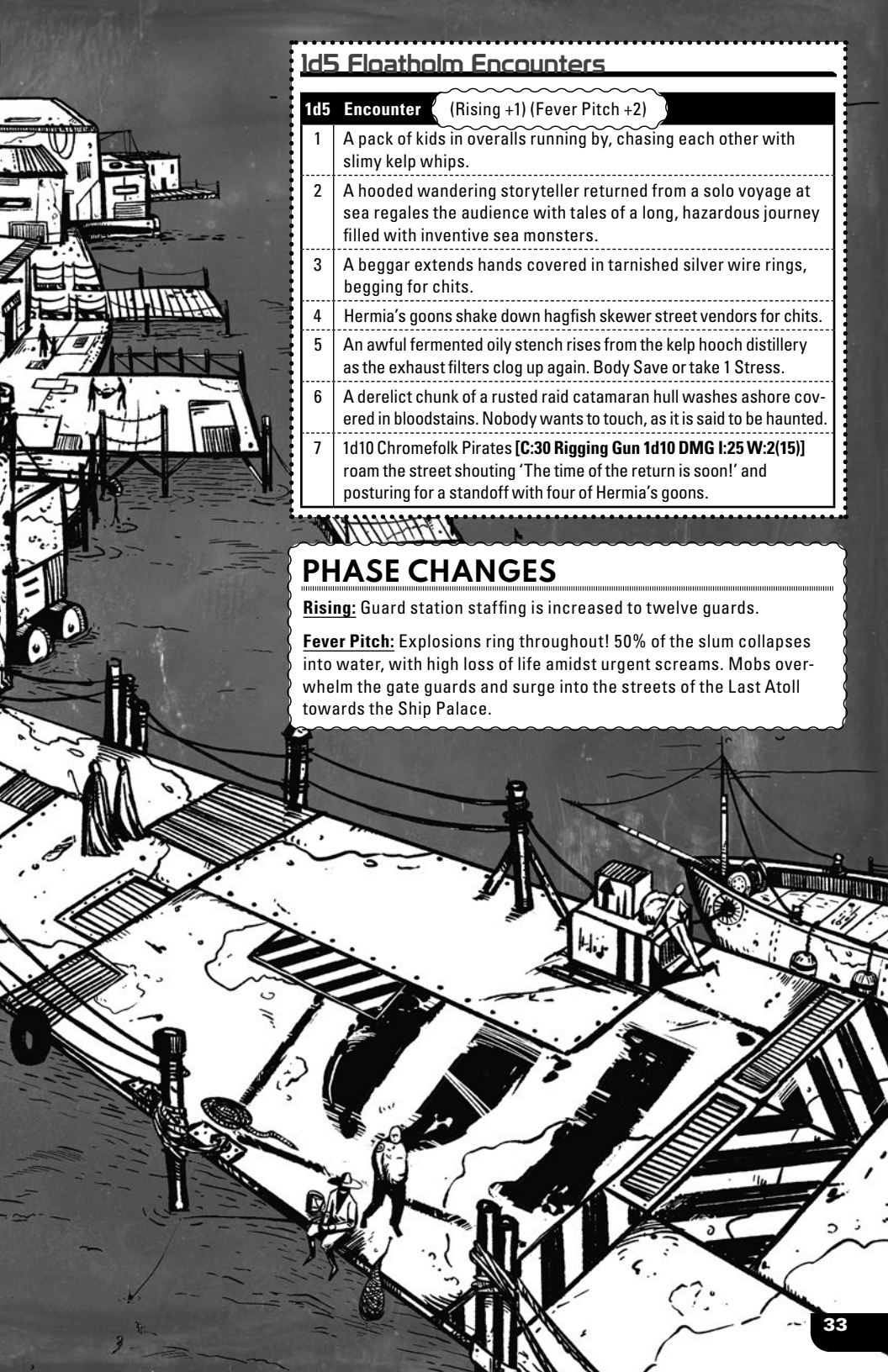
Fever Pitch: No performances, used as a besieged base of revolutionaries with sleet paving stones ripped up to form barricades built along streets.

1d5	Performances Today
1	An orange-painted mime, wearing nothing but a cardboard box, gives an impression of one of the PCs' mannerisms and behaviors for his whole performance.
2	A street theater troupe's rendition of the classic myth of the 'Lost Norca Whale,' in full costume and with a slightly-veiled satirical comparison to the Land Baron.
3	Rise From The Ashes Benefit, funds going towards the rebuilding of Storm's Eye Theater. Half of the funds were secretly redirected to weapons purchases by Ludvig Mori.
4	When the Shark Eats the Rat, an energetic, mohawked, wavepunk one-man band, consistently high on hypermeth.
5	Karaoke night, of questionable quality but constantly high-energy crowd.

FLOATHOLM

First Impressions

The gentle bobbing of the whole scrap metal settlement is constant. Floatholm sits just offshore, and is accessible by a rickety pontoon bridge, pelicans perched all around. It consists of cobbled-together floating platforms, with makeshift buildings perched precariously, all tied together in a neighborhood-sized raft. In order to step foot on the land of Last Atoll, Chromefolk must have a work permit to exit. Offworlders and Last Atollers are regularly permitted.



1d5 Floatholm Encounters

1d5	Encounter (Rising +1) (Fever Pitch +2)
1	A pack of kids in overalls running by, chasing each other with slimy kelp whips.
2	A hooded wandering storyteller returned from a solo voyage at sea regales the audience with tales of a long, hazardous journey filled with inventive sea monsters.
3	A beggar extends hands covered in tarnished silver wire rings, begging for chits.
4	Hermia's goons shake down hagfish skewer street vendors for chits.
5	An awful fermented oily stench rises from the kelp hooch distillery as the exhaust filters clog up again. Body Save or take 1 Stress.
6	A derelict chunk of a rusted raid catamaran hull washes ashore covered in bloodstains. Nobody wants to touch, as it is said to be haunted.
7	1d10 Chromefolk Pirates **[C:30 Rigging Gun 1d10 DMG I:25 W:2(15)]** roam the street shouting 'The time of the return is soon!' and posturing for a standoff with four of Hermia's goons.

PHASE CHANGES

Rising: Guard station staffing is increased to twelve guards.

Fever Pitch: Explosions ring throughout! 50% of the slum collapses into water, with high loss of life amidst urgent screams. Mobs overwhelm the gate guards and surge into the streets of the Last Atoll towards the Ship Palace.

Ward Boss Hermia

C:40 Pistol Axe 2d10 DMG **I:**35 **W:**3(20)

In the absence of the authorities, Hermia's gang acts as the local government in Floatholm, extracting protection fees from the Chromefolk residents and selling illegal kelp hooch throughout the Last Atoll. She tries to be reasonable, but finds violence is required to ensure her order. She speaks with a nasal affect.

Desires

- Respect from The Hag-feeder, more money.

Fears

- Showing weakness, Baron Jörgessen.

Jobs

- Folks aren't paying the protection fee at the Coffee Grow, go get it from them, she doesn't care how. ***Reward:*** *4kcr.*
- She has some people looking to pay good chits for transport offworld, and will cut the crew in if they get them on the next hauler out. ***Reward:*** *15kcr.*

FLOATHOLM LOCATIONS

1. Dockside Shark Pillar Course: Wooden pillars are strategically placed over the waters infested with 1d10 Starved Glowie Sharks **[C:60 Bite 2d10 DMG I:60 W:3(10)]** challenging daredevils to hop from one to another to maintain their footing as the sharks leap upwards. Patched fishing boats and catamarans bob along the outside of the netted perimeter, offering passage outside the Atoll.

2. Tenements Coffee Grow: Nestled within the cramped and bustling tenements, the coffee grow is a net-shaded oasis of tilled stolen earth and plants. 1d20+5 laborers work at picking and drying coffee beans. Petty noble contacts pay 250cr a bag and bring coffee into Thermidor Coffeehouse (pg. 30) in sack-covered carts in one of few viable businesses. 5cr for a fresh cup of joe.

3. Guard Station: Located on the bridge leading to the shores of the Last Atoll, the scrap metal gate and slate roof domed Baronial Guard Station serves as a symbol of authority and a checkpoint. Guards stationed outside diligently check paperwork and credentials of those passing through, taking extra time on Chromefolk to ensure any leaving the district have authentic work permits. Staffed by five alert and cruel Baronial Guards at all times.

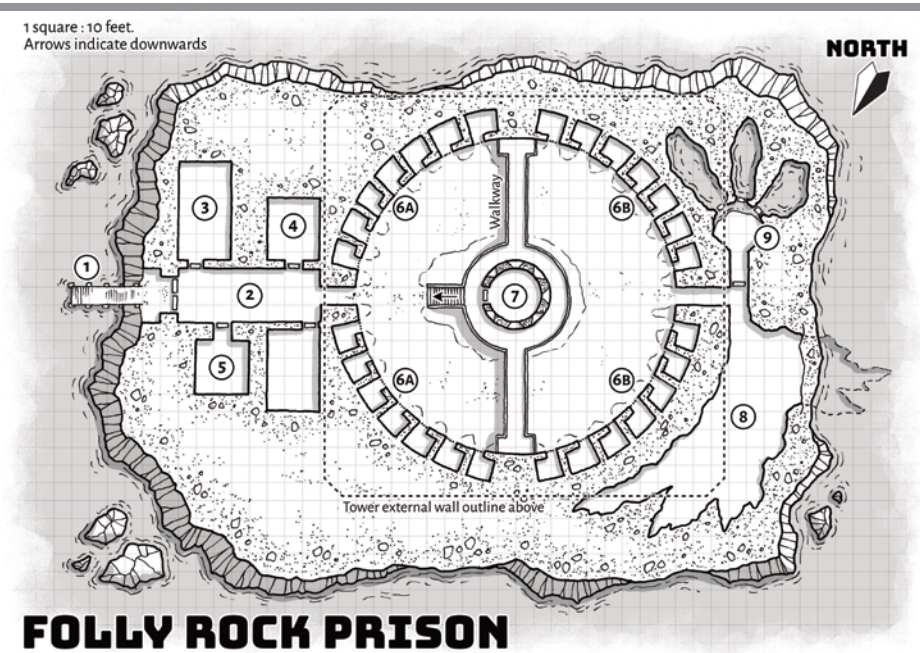
4. Shrine of the Stars: Metal dolmens of polished ship fragments stand in a silent circle. Memorists, keepers of the Chromefolk's history, tend to the shrine, surrounded by gleaming wire cables and remnants of smooth, reflective metal from long-lost ships. The shrine holds the records of ship manifests and other ephemera, making it a place of reverence and reflection. Violence is not permitted by Chromefolk tradition, and it's often a temporary refuge from those fleeing others in Floatholm.

5. Kelp Hooch Distillery: The warehouse holds stained copper tanks and distilling vats. They produce fine kelp spirits, priced to undercut House Tanaka's illicit booze trade. Guarded by eight loyal goons at all times, Hermia sleeps in the office near a catwalk overlooking the brewing floor.

1d5	Graffiti On The Walls
1	Ad Astra per Aspera.
2	Intricate portrait of a crying woman on a beach, made of dried algae, in varying colors.
3	Free Mack the Cack! (pg. 36).
4	Poster defaced with phalluses: 30,000 Chit Reward for Any Information Leading to Capture of Traitors.
5	Kilroy Was Here on a pirate flag.

First Impressions

An imposing gray stack of rocks pounded by seaspray from all angles, with a tower made of hewn blocks in the center. Inside, a panopticon central observation tower looks at cells and rooms arrayed in a ring-walled prison with an open courtyard area around the tower. Folly Rock holds all manner of dissidents and criminals. Salt-rimmed spray gets white crust on everything and everyone. Sea lice crawl everywhere, thus all guards and prisoners are mandatorily shaved



Folly Rock Prison Locations

1. Pier: A wavelashed stone jetty extends to welcome transport boats and visitors. A large stone door engraved with images of sea urchins and the phrase 'You May Start Again' is barred from inside and outside with two poncho-wearing soaked guards on either side.

2. Entry Hall: Gutters constantly drain along the sides of the stone hall, with bits of shaved hair clinging to walls. All prisoners and guards are given buzzcuts to ward off ever-present sea lice.

3. Warden's Office: Shag carpeting and very heavy furniture made of slate dominate this space. Has the only chunky radio in prison, used for communication with the Ship Palace. Warden Nilsson spends most of his time here reviewing prisoner paperwork and preparing operations schedules.

4. VIP Cell: Covered in tan padded walls and floors, with an oversized king bed and powerful toilet. Used for holding valuable prisoners who need to be kept in good condition. Decent but repetitive meals of flatbread, kale, and oysters are provided.

5. Guard Barracks: Slightly more comfortable mattresses than cells. A rack of imported stun batons and a locker with two shotguns is here. 1d5 prison guards, hot bunking on a rotating shift, are present at any point.

6. Cell Block A & B: Barred bare stone prison cells in a half circle around the panopticon tower with an open courtyard below for exercise and meals.

7. Panopticon: Narrow domed chamber with mirrored windows and catwalk along the outside facing all cells. There is a 20% chance the guards are closely watching anyone at any point.

8. Quarry: Spiraling, gritty-floored mine chambers, lit by candles, where slate is quarried by pickaxe to be ferried to the Last Atoll as sheetrock pavers for hours of daily backpacking labor. Not particularly efficient, but deemed necessary for inmate character growth. Explosions risk the fall of loose rock slabs from ceiling (2d10 DMG). There are always four guards on duty.

9. Wet Cells: Lightless cavities in the ground, filled to the waist with sea water. Undesired behavior results in throwing prisoners in for a day or two. Holy Diver prisoners pay a brief visit after quarry duty to dunk daily, in order to not die from lack of water exposure.

1d5	Prisoners	Descriptions
1	Mac the Cack	Hulking Chromefolk bruiser who works for Hermia. Will put a good word in with his boss if you bust him out. Jailed for assaulting the Baronial Guard.
2	Aya	Holy Diver, missing one arm. Just wants to find inner peace. Jailed for vagrancy.
3	Garn-2	Android. Says he's been framed. Jailed for hypermeth importation, will sell out anyone.
4	Eric H.	Blond. Chromefolk writer of many popular pirate radio jams. Jailed for libelous lèse-majesté lyrics.
5	Haruki	Perfect white teeth, friendly. Cannibal with hidden shiv. Jailed for murder.

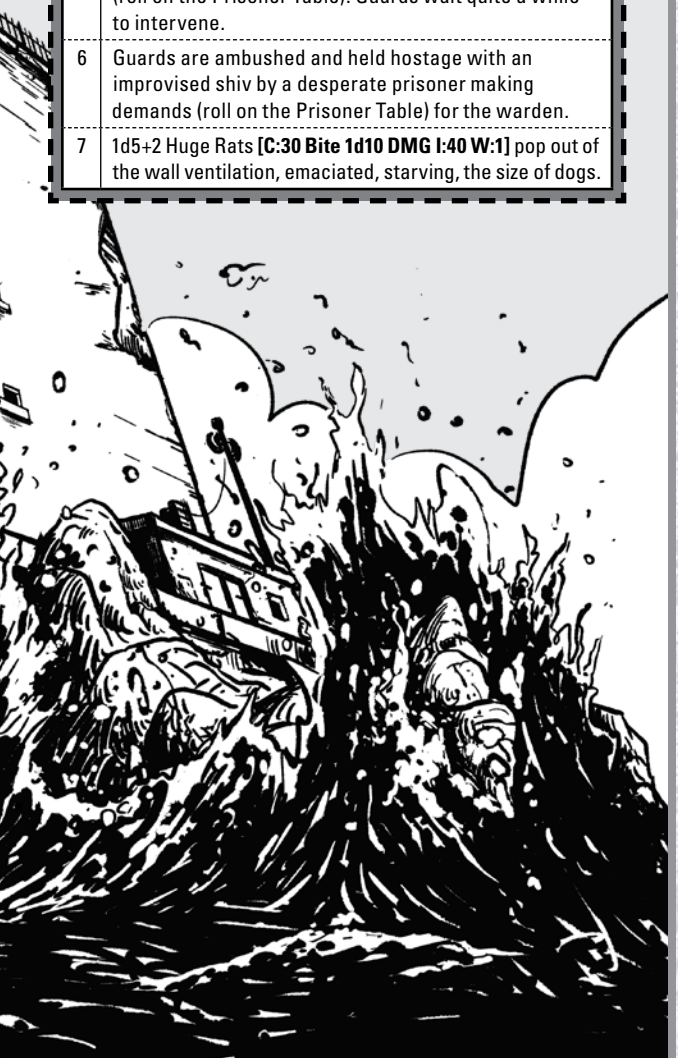
PHASE CHANGES

Rising: Cells are packed to double occupancy, rations are cut, quarry duty hours increased.

Fever Pitch: Prisoner riot leads to a pitched battle with guards for control of the facility. Warden Nilsson flees on a jet ski guzzler (pg. 51).

1d5 Folly Rock Prison Encounters

1d5	Encounter (Rising +1) (Fever Pitch +2)
1	Entertainment in the form of an experimental dance mime act arrives from the Last Atoll for a rare permitted show. There is a raucous and positive response by prisoners.
2	A messenger pigeon glides through a high window in the prison yard and is furtively picked up by a prisoner in a cell. Inside are five doses of hypermeth.
3	Warden Nillson is having another heated disagreement about the choice between two office blue wallpapers with the secretary and asks any present their opinion on which looks better.
4	Surprise inspection! Guards hustle out with the blare of prison sirens, overturn thin beds, and frisk prisoners for inspection.
5	A fistfight breaks out in the hall between two prisoners (roll on the Prisoner Table). Guards wait quite a while to intervene.
6	Guards are ambushed and held hostage with an improvised shiv by a desperate prisoner making demands (roll on the Prisoner Table) for the warden.
7	1d5+2 Huge Rats **[C:30 Bite 1d10 DMG I:40 W:1]** pop out of the wall ventilation, emaciated, starving, the size of dogs.



Warden Nilsson

C:15 Unarmed 1d5 DMG **I:**40 **W:**1(10)

Implacable, with a drawn face, and bald. Dedicated to his work. He speaks in a calm drawl, and is a distant cousin of Matron Hildegarde Tanaka, indebted to her for his position.

Desires

To increase security, to be in control, to know where the winds of change are blowing for future power struggles.

Fears

Prison reform, winding up in a cell.

Jobs

- Ward Boss Hermia escaped from Folly Rock years ago, the only escaped prisoner on Nilsson's watch. The Land Barons are uninterested in pursuing her. Bring her back to Folly Rock to serve her sentence. ***Reward:*** *20kcr.*
- Go undercover as a prisoner and inspect Folly Rock for escape hazards. ***Reward:*** *20kcr, will fix escape hazards reported but refuses to pay the reward, leaving the contractors as prisoners. Known as rats to other inmates by intercom announcement.*

First Impressions

A salvaged metal plank dock with decayed concrete structure extending from a shallow rocky bottom. Large waiting diving bells creak on rusted chains in the breeze. A large sinkhole in the rock descends downwards to a damp air-filled echoing grotto, smelling of ambergris incense and sweat.

WHAT DO THEY BELIEVE?

'There is but one universal Sea. We are so much wreckage drifting in the stream. The old ways were decadent and they were punished. The Old Ways were kept but the Ark Ship has come. Now the Mandate of the Sea has passed from the false High Priest, polluted with offworld fripperies. The Atoll is a beacon, the land the Sea gifted to us, and it calls us home. We are of the Sea, and to the Sea we will return.'

REVIVAL OBSERVANCES

Glass beads of Manian ocean water are worn at all times, everywhere.

They can never leave Mani.

BRINGING BACK THE DEAD

The two Deacons have the ability to resurrect the intact dead and bless them with the transformation into Holy Divers and the ability to breathe salt water in a mystic ceremony all others are forbidden from witnessing. They are secretly using the technology of the Adaption Vats (pgs. 42–43). The ritual can be deliberately sabotaged by the Deacon through not allowing the Adaption Vats to finish their process (this is very apparent if the ritual is observed). They do so by taking the old submersible to Platform 11 (pg. 41).

1d5 Sacred Grotto Encounters

1d5	Encounter (Rising +1) (Fever Pitch +2)
1	A tour group of off-world pilgrims sneaks forbidden pictures when nobody's looking.
2	A Holy Diver seer offers to read fortunes using a conch shell. There is an 85% chance they accurately predict a major future event in obscure symbolic phrasing.
3	A floppy-capped grotto cook offers snacks of raw mussels to hungry visitors and watches intently to ensure they are enjoyed.
4	Deacon Lazaro strides out and begins another impromptu sermon about the evils of the Land Barons as a crowd of eager faithful rapidly congeals.
5	Holy Divers are drowning an Orthodox heretic in a shallow basin of water as pilgrims respectfully observe.
6	Tremors shake the complex from undersea charges, rock falls from the ceiling (Body Save or suffer 1d10 DMG).
7	Five Baronial Guards **[C:40 Pulse Rifle 3d10 DMG I:35 W:2(30)]** sent by the Land Baron attempt to infiltrate and extract Deacon Lazaro.

Sacred Grotto Locations

1. Diving Bell Dock: A bobbing pontoon dock over the ocean, bedecked with Mareist symbols and flags. There is a 35% chance a group of 1d10 visiting pilgrims is preparing to descend in one of the large diving bells.

2. Great Grotto: Light is refracted from the ocean water in the moon pool where the diving bells are winched up. This area is covered with flickering candles giving a warm glow. The constant hum of breathy chants echoes throughout. 4d10 Robed Revival Mareist pilgrims are gathered here chatting at any time.

3. The Shrine of the Lands Blessing: Here great sermons are given at dawn. A sprawling engraving hewn out of the basalt walls of the cavern shows the Ship Palace atop a stylized mountain stretching to the horizon.

'*Land is the reward for all the faithful*' is emblazoned in large letters.

4. Deacons Chamber: A great library of slates of stone and plastic chunks engraved in cryptic prophecy. 'When the third drop falls upon the shore, the mighty will crumble' etc.

5. The Ocean Door (Holy Diver Barracks): In the early days, weighted human sacrifices were dropped down this enormous rift leading into blackness. Now offerings are made symbolically, of heavy stones carved with peaceful faces. The 'Vessel of Passage,' a sleek, chrome ovoid oldtech mini-sub, bobs here. It can hold five passengers in its squishy figure-forming interior, and is capable of rapid propulsion underwater. It was stolen from High Priest Nar Tanaka by Deacon Nakae, and is used by the Deacons to access Platform 11 (pg. 41).

PHASE CHANGES

Rising: Sermons grow increasingly openly radical and denounce the Land Baron openly. Holy Divers are constantly on guard in the water next to the docks.

Fever Pitch: Deacon Nakae feverishly writes a new constitution with concessions to freedom of speech, religion, and assembly. Lazaro will ignore these and attempt a purge of Nakae and rival factions with Holy Divers if he successfully takes power.

MAJOR NPCs OF THE GROTTO

Deacon Nakae

C:15 Rigging Gun 1d10 DMG **I:**40 **W:**2(20)

A moustached young man, tired of the injustices of the Land Barons and Orthodox Marisim, he wants the faith to benefit the people who should inherit the land for all Children of the Sea. He preaches equality of all under the tide, believes in armed resistance reluctantly, and enjoys chess. He ends every sentence like it's a question.

Desires

All to share in the blessing of the Sea, to be able to rest.

Fears

Lazaro's rise to power and his growing influence in the movement.

Jobs

- Travel to the pirate cargo ship, the Admiral Graze, with an offering of good will, and convince them to lend their aid against the Landed Noble's tyranny. ***Reward:*** *One great favor asked.*

Deacon Lazaro

C:35 Square-Bladed Knife 1d5 DMG **I:**50 **W:**2(10)

Archdeacon Lazaro is a man possessed who talks in an assured rasp. He knows that he has a mission, spoken to him from the depths. The current dysfunction and suffering is due to the lack of respect paid to the Sea, and they must once more follow the Old Ways. Others are tools to be used in achieving this goal. He has started to create his own army of the faithful using the Adaptation Vats (pgs. 42–43).

Desires

To wash away the old dried husk of the old world with the new, to be at the top of the pile.

Fears

Irrelevance, Klod (pg. 42) losing faith in him.

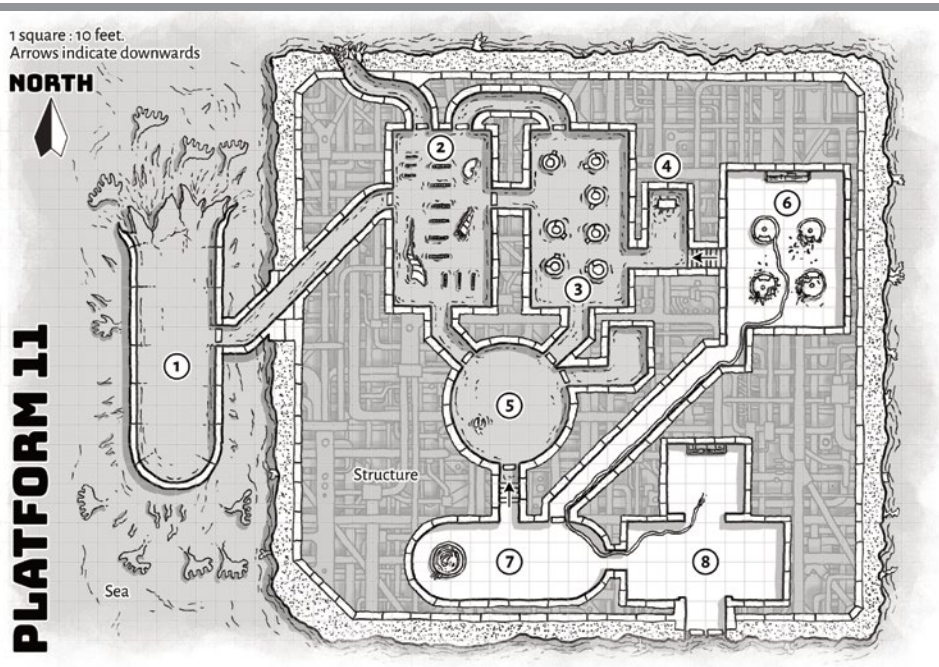
Jobs

- Acquire the heavy stone Basin of The Tides from the Temple to have the relic in the hands of the true faith at the Sea Grotto and gain legitimacy. ***Reward:*** *15kcr.*
- Bomb the Beachcomber's Lodge Resort. ***Reward:*** *5kcr.*
- Use the spare oldtech command monocle Klod recovered from the seafloor to infiltrate the Ship Palace and assassinate the Land Baron. ***Reward:*** *Bloodletting Knives of the First Seers (1d10+5 DMG), badges of elevation to Holy Champions, and the right to direct any Revival Mareists, though PCs are watched with paranoia by Lazaro for signs of dissent, and betrayed at the first ideal opportunity.*

PLATFORM 11

First Impressions

The clear waters of this shallow searidge are littered with the still-shiny chrome remnants of ancient oldtech fish processing platforms sunken beneath the waves. Tusked norca whales frequent the area, as plentiful bright fish swarm around the artificial reefs. A large pyramidal section of the seabed sticks up, covered in coral and silt. At the edge of a great drop off, the remnants of Aquaculture Platform 11 sit 20m below the surface. All the floating platforms that once studded Mani have since sunken or been repurposed for scrap. Only Platform 11 still lies close enough to the surface to visit. Its rediscovery led to the creation of the Holy Divers by Deacon Lazaro, using the ancient Adaptation Vats inside. The silver spiral access medallions worn by the Holy Divers keep the giant processor crab robot from assaulting them.



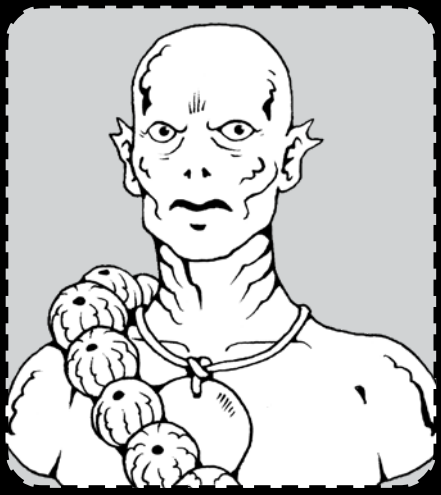
1d5 Platform 11 Encounters

1d5	Encounter (Rising +1) (Fever Pitch +2)
1	Eerie whale calls reverberate throughout the structure. Fear Save or take 1 Stress.
2	Lone Holy Diver **[C:40 Boarding Axe 2d10 DMG I:30 W:3(10)]** patrolling the halls and humming.
3	Hagfish Swarm **[C:20 Bite 1d5 DMG I:15 W:3]**, wriggling or swimming.
4	Processor Crab Bot **[C:55 Pincher 2d10 DMG I:30 W:4(15) AP:3]** clomping along the corridors.
5	1d5+1 Holy Diver **[C:40 Boarding Axe 2d10 DMG I:30 W:3(10)]** wandering, deep in discussion of the merits of different Impressionist brushstroke styles.
6	1d5 Last Atoll Scavengers creeping through, looking for valuable salvage.
7	Five members of a Sharpe Co. retrieval team **[C:30 Rigging Gun 1d10 DMG I:25 W:2(20)]** trying to recover the Adaption Vat (pg. 42–43).

PHASE CHANGES

Rising: Processor Crab begins to venture outside of Platform 11 to harvest, and will pursue prey outside of the structure.

Fever Pitch: Damage to the structure causes the juvenile sandsquid to be released from stasis and devour any Holy Divers that didn't flee in time as it squirms awkwardly throughout the facility. Unable to breathe water, it sticks to the dry chambers.



Klod

C:55 Boarding Axe 3d10 DMG **I:**35 **W:**3(20)

Leader of the Holy Divers, he has a huge ragged circular drill bit scar on his abdomen. He is entrusted with guarding the Adaptation Vats and leading the Mareist shock forces when the time comes. He feels great love for Deacon Lazaro as a father figure, and cares for the future of his people. He speaks in a raspy voice, and was once an Aurora Diamond mine worker called Lance before being murdered by Overseer Milora (pg. 47) and dumped into the ocean. He was found and successfully raised with induced amnesia in the Adaption Vats by Deacon Lazaro.

Desires

Deacon Lazaro's approval, to protect his people, peace on Mani.

Fears

Being seen as a weapon, who he once was.

Jobs

- Bring more recently dead people to the Adaption Vats to be made into Holy Divers to perpetuate the species. ***Reward:*** *500cr per recently deceased.*
- Free the Pale Ones from the sewers of the Ship Palace and shield them from the sun that harms them; they may be confused but they are still family. ***Reward:*** *8kcr.*
- Bring a tall woman named Yona (pg. 29) to him, her face haunts his dreams, perhaps she can tell him of his past. ***Reward:*** *2kcr.*

Platform 11 Locations

1. Ruptured Buoyancy Chamber (Underwater): Only visible point of entry, fringed with pink coral fans waving, great rended petals of metal bent outwards from explosive force allow a 6 meter wide opening in the great pontoon cavity. Smooth, rounded, off-white corridors connect to the interior through open iris valves.

2. Broken Processing Machinery (Underwater): Still rows of glowing rotary filet saws dominate this area, razor sharp. An uncoiled and shredded red furry conveyer belt is scattered across the room, stuck in mucky silt. Body Save or suffer 1d10 DMG if knocked into the blades.

3. Cryogenic Storage Facility (Underwater):

Coiled transparent tubes covered in frost hold tightly packed layers of fish filet and human flesh cut like fish filets around the walls and ceiling of the gigantic vaulted room. Body Save or suffer 3d10 DMG from freezing if the coolant tanks are ruptured. Contains enough fish carcasses and human remains to feed one hundred people for a week.

4. Marist Shrine (Underwater): There is an abstract painting of a humanoid with webbed hands holding the Ship Palace above green blue waves and a basalt alter covered with browned stains and brightly colored ribbons waving in the water currents. Stairs lead out of water to dry spaces.

1d10 Adaptative Vat Effect Table

Roll 1d10, modified by the list below.

- -1 for extensive physical trauma
- -1 per full day of decay
- -2 if the door is opened prematurely
- +2 if the human entering is still alive

1d10+Mod	Effect
1	Body dissolves into briny grey goop. Vat diodes flash red.
2	Feral Holy Diver: High level cognition replaced by animalistic feeding urges and violent impulses.
3	Functions as 5-10 but total amnesia of past life.
4	Functions as 5-10 but shaken, -1d10 Int.
5–10	Complete successful transformation, can breath salt water, has no hair, must submerge in water once a day or suffer 2d10 DMG.

5. Processor Crab Nest (Underwater): Fish skeletons with embedded chips litter the ground and hang from fibers in the ceiling.If not already encountered, the ancient dull gray Processor Crab Bot **[C:55 Pincher 2d10 DMG I:30 W:4(15) AP:3)]** treats anything as invasive and attempts to humanely dispatch it while playing soothing binaural beats underwater, repeating '*Be at ease*' in soft tones as it attempts to debone and store all biological creatures detected in the Cryogenic Storage Facility. It only follows movement into rooms 1 through 4.

6. Adaptive Vat (Dry): This chamber contains one floor-to-ceiling capsule with a hinged silver door and a smashed computer panel in untranslated glyphs, one large yellow physical button evident. Incredibly durable golden wire trails on the floor through the hall to 8.

Three other capsules are here, destroyed and smashed. The operational one fills with a green goo and reconfigures body structures to be adapted to an ocean environment. Discovered by High Priest Tanaka, but the process of Holy Diver creation is understood only by Deacon Lazaro.

7. Sandsquid Sample (Dry): A Juvenile Sandquid **[C:50 Tentacle Flail 2d10 DMG or Bite 1d10 DMG I:40 W:5(10)]**, 10 meters long, with four tentacles and tanned leathery skin, is curled around in a flickering green stasis field cylinder extending to ceiling. It cannot breathe water.

The flickering frozen display on the computer notes specimens found in small pockets of desert on the lush moon of Karth. Suggestions for the most nutritious and flavorful preparation recipes are in storage. A large red button next to the wall display disables the stasis field if pressed, freeing the sandsquid. Very durable golden wire runs along the floor, trailing to rooms 6 and 8.

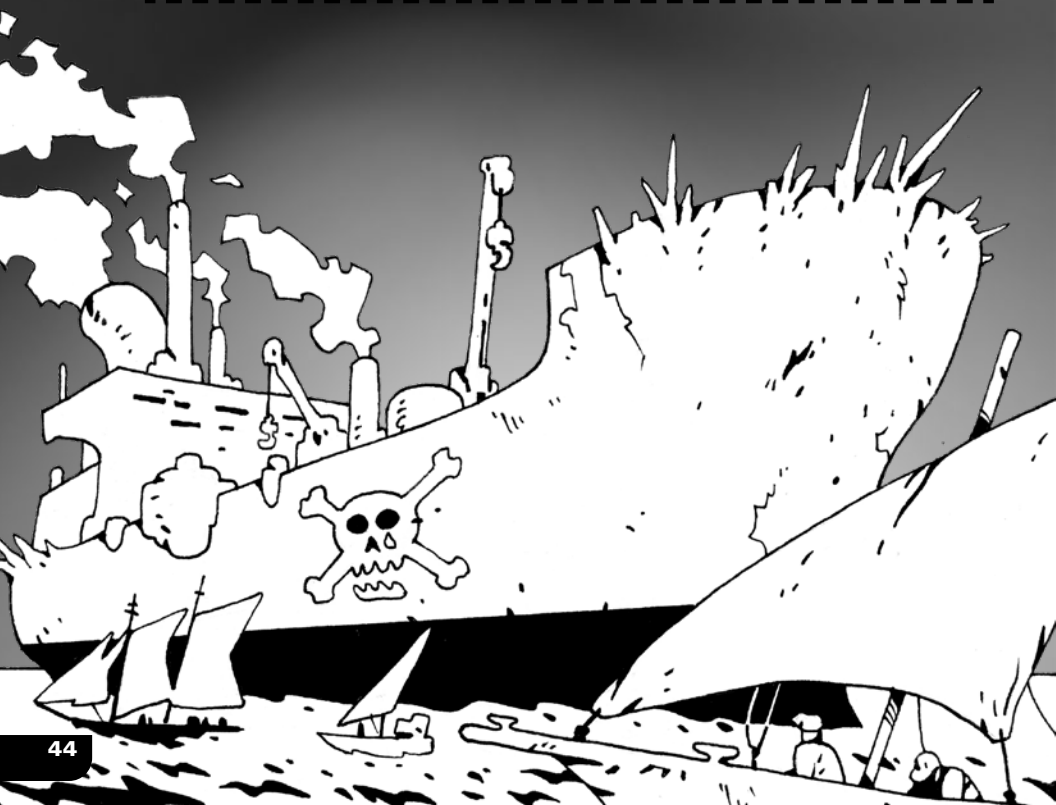
8. Holy Diver Hangout (dry small mini-sub port): Disguised by a completely muck-encrusted door apparatus, Klod and the other Holy Divers paint and discuss Mareism. Smooth white walls, as bright as canvas, with impressionistic but assured black strokes show seascapes, norca whales, self portraits, and the Ship Palace are collectively created here. Contains a control panel unit for the Adaptive Vats, and a thin, incredibly-durable gold wire trails down the hallway towards 6. Klod and 1d5 Holy Divers **[C:35 Vibechete Staff 2d10 DMG I:30 W:2(20)]** are here if not encountered previously.

First Impressions

An ancient cargo ship retrofitted with defensive weapons, it was stolen from the Land Barons and is used as a floating settlement for those who refuse to bend the knee. Its shifting location is a closely guarded secret. It is cloaked with oldtech devices, rendering it invisible to the electronic sensors of Sharpe Co.'s orbiting ships. Plumes of greasy smoke are always coming from its stacks.

1d5 Admiral Graze Encounters

1d5	Encounter (Rising +1) (Fever Pitch +2)
1	An oral history recitation by the Memorist-in-training, of life on the generation ship before landfall, while 1d10+5 Chromefolk Pirates sit on ammo crates and barrels in rapt attention.
2	A hermit crab race drawing crowds and bets on the speediest crawlers.
3	An alarm klaxon goes off! News that a hovertrain run has been sighted unexpectedly close to the ship causes crews across the ship to race to their personalized raid catamarans and prepare to attempt intercept.
4	A captured Baronial Guard, slathered in chum, is being slowly lowered into the hagfish vat, screaming for mercy.
5	Two heavily drunken crew members are getting in a heated argument over divvying up a 50 kg crate of unrefined aurora diamond loot based on sweat equity. They ask passersby to say their piece.
6	A stern Tide Priest in damp robes, holding religious literature, is on a diplomatic mission. They are not very popular with the crew.
7	A Sharpe Co. Infiltrator wearing a worn sea nomad disguise is looking for a good place to place plastic explosives.



Admiral Graze Locations

1. Rumble Dome: An enclosed steel tube jungle gym arena, deck stained with blood and kelp hooch. Disputes are settled here in a popular form of entertainment. Newcomers are entitled to Trial by Rumble if they request. At least 80% of the fights are nonlethal.

2. Bridge: Huge plate windows overlook the structure and crowded deck of the ancient cargo ship and the bustle of activity below. The Hagfeeder (pg. 45) sleeps here and plots routes on reused polyester sail canvas scraps while five tongueless pilots take turns helming the enormous scrap metal steering wheel, keeping the secret course. All ship controls are centralized here.

3. Scrap Deck Radio Studio: A large radio tower bolted to the deck. Inside, the aluminum foil-wrapped DJ Galees broadcasts illegal Chromefolk independence messages and songs prerecorded on tapes at a rusted console instead of live recordings, after resident guitar player Eric H. was imprisoned (pg. 36). Huge chunks of scrap from derelicts and captured vessels are broken down for spare parts by blowtorch and bandsaw in a noise and spark-filled workzone.

4. Raid Deck: An open expanse of deck with painted arrows leading to davits holding two dozen large raid catamarans, each personalized with painted sigils and faces by each of the tightknit crews, ready for quick deployment into the ocean. In the center of the deck is a 3 meter metallic mushroom-shaped structure. This is the salvaged oldtech cloaking device that blocks all electronic detection methods, preventing Sharpe Co. from easily discovering the Graze's whereabouts. Worth 2mcr to the right buyer.

5. Arsenal: There are six metal crates of rigging guns, pulse rifles, frag grenades, and revolvers, most of which arrived from disguised shipments funneled to Shipmaster Krithlee for hefty payments of stolen aurora diamonds, sitting in a rounded hanger.

6. Hagfish Tank: A purposefully-starved roiling mass of hagfish in a water tower-sized semi-transparent vat. They deal 1d10 DMG per round to anyone immersed inside. A large cargo hook on a chain hangs over the tank for slow lowering and threatening interrogation. Also doubles as a seafood source.

7. Kelp Refinery: An extended kelp grow field on extendable booms. Large refinery tanks are attached to it. It provides fuel and sustenance for the ship. If a tank is explosively ruptured it will cause 1d5 MDG to the ship.

PHASE CHANGES

Rising: Tense arguments erupt between the Chromefolk crew split on the best raid strategy in the face of increasing Sharpe Co. security measures.

Fever Pitch: The Graze sails within an hour of the Last Atoll, a circling base for daily raids and the occasional shelling of Land Baron positions. The Hagfeeder weighs joining the revolution or taking advantage of the chaos to come out on top in consultation with crew advisors.

The Hagfeeder

C:45 Smart Harpoon 3d10 DMG
I:40 **W:**2(25)

She maintains a barely restrained rage, and speaks in a growl. Memorist for the Chromefolk, the last in a long line of folk historians of life in the generation ship and the people's struggles on Mani. She is the current pirate lord of the Admiral Graze, and feeds captured opponents to hagfish, slowly. She enjoys the violin, and was going to attend the Theater the day of the fire.

Desires

The flow of smuggled guns from Shipmaster Krithlee to continue, knowledge of the past, to dwell within the generation ship and solid land once more, to watch her enemies suffer slowly.

Fears

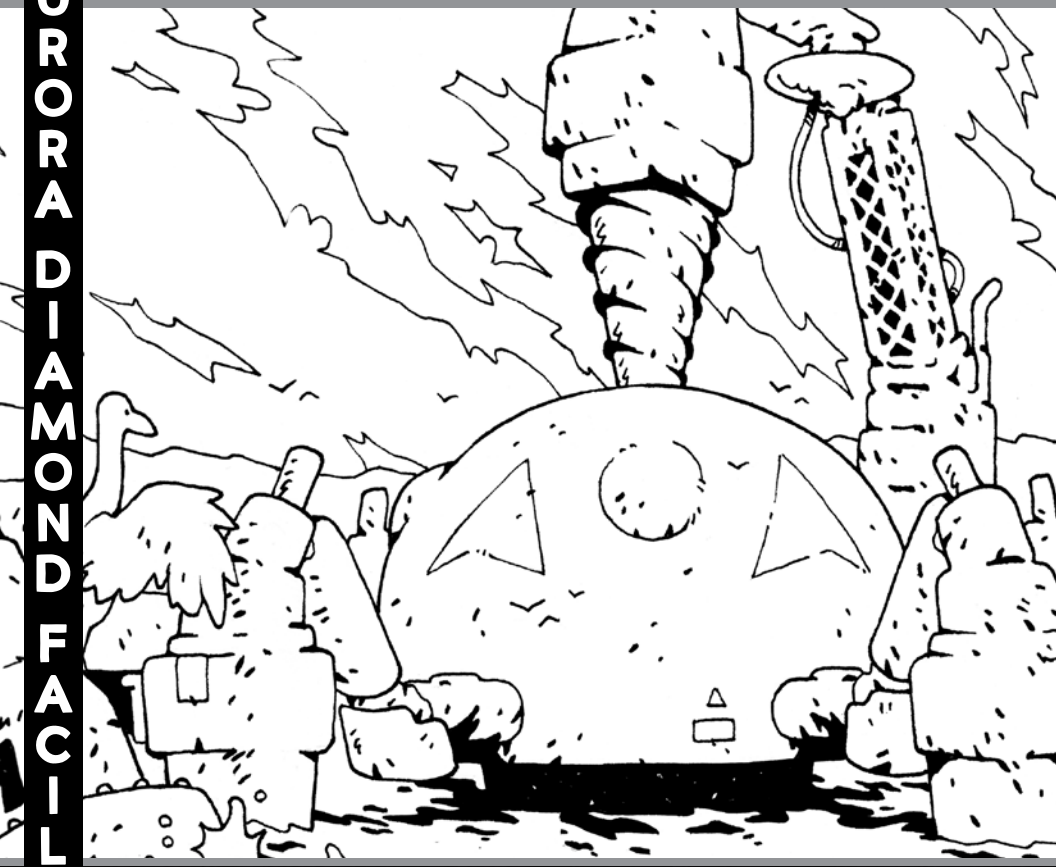
For the survival of the Admiral Graze and crew, her people forgetting their stories.

Jobs

- Bring Frank Adebayo alive to her for payback for the loss of her eye. ***Reward:*** *30kcr.*
- Investigate Platform 11 (pg. 41) for evidence of Mani's past and report back. ***Reward:*** *5kcr.*
- Supply intel on the internal layout of the Aurora Diamond Facility, including the upcoming shipments schedule and hovertrain security. ***Reward:*** *10kcr.*

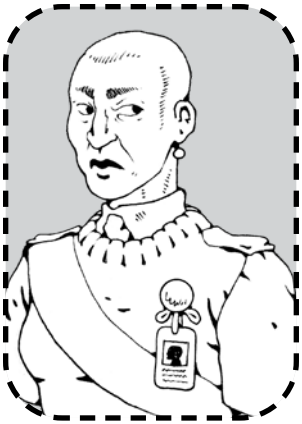
First Impressions

Sharpe Co.'s offshore aurora diamond mining operation, served by hovertrain. It is composed of sharp-edged dull grey metal, and the grinding of the enormous drill in the freezing dark waters right before the looming ice sheet on the darkside meridian on Mani is heard over all.



1d5 Aurora Diamond Facility Encounters

1d5	Encounter (Rising +1) (Fever Pitch +2)
1	A two man inspection crew from Sharpe Co. Compound checks on safety regulation compliance against a hefty standards book.
2	1d5 mining engineers are on a mandated break.
3	Electrical systems on fritz, the lights go out for ten minutes until the backup generators fire up.
4	Faint bloodstains, hastily cleaned, in one corner.
5	Three Sharpe Co. Security Officers on patrol **[C:30 Revolvers 1d10 DMG I:30 W:2(15)]**.
6	Two misprogrammed Synth Hounds **[C:30 Metal Jaws 2d10 DMG I:25 W:1(20)]** are attacking indiscriminately with their metal jaws.
7	Four Chromefolk Pirate Commandos **[C:40 Stolen Pulse Rifle 3d10 DMG I:35 W:2(30)]** attempt to take over the faciliity. Twenty Sharpe Co Security Officers have them pinned down. **[C:30 Revolvers 1d10 DMG I:30 W:2(15)]**



Overseer Milora

C:35 Keepsake Proton Auger 3d10 DMG **I:**45 **W:**2(10)

Tired eyes, jaded but professional, she's been on Mani since the mining operation started. She is just straight up serial killing people. Frank Adebayo (pg. 27) knows, but as long as productivity stays high she's got free reign.

Desires

To kill again, to feel something, anything.

Fears

Hagfish, deeply.

Jobs

- Deliver this rare double-lobed orange aurora diamond to Regional Manager Steven Crake (pg. 27) as a gift to help keep him from investigating. ***Reward:*** *2kcr.*
- Ride along on the hovertrain (pg. 54) as added security to ward off Chromefolk Pirates. ***Reward:*** *5kcr.*

Secret Job

- Kill Klod (pg. 42) in case his returning memory allows him to identify her as his murderer. ***Reward:*** *Stash of 90k in polished aurora diamonds.*

Aurora Diamond Facility Locations

1. Train Platform: Waves lap against the open train dock cradle. Huge corrugated bins containing unrefined aurora diamonds are dumped into a funnel by a moveable drill bit vacuum system, filling hoppers for easy loading onto the hovertrain (pg. 54). Contains around 1000 kilos of unrefined aurora diamonds at any time (worth 50kcr), guarded by four Security Officers to prevent high grading from employees.

2. 406mm Anti-Ship Cannon Controls: Bored security officer gunners monitor short range sonar panels in a room strewn with half-drunk coffee cups. It has been placed to ward off any direct assaults by the Admiral Graze (pg. 44). Does 1d10 MDMG. The Overseer's requests for modern railgun funding were rejected by the Sharpe Co. board.

3. Overseer's Offices and Drill Control: Well-lit with holographic displays showing drilling metrics. A large polished wooden desk with built-in computer controls dominates the room, flanked by a guest chair and a bookshelf. The room is tidy, with no personal mementos other than a pair of bone dice.Overlooks the drilling derrick and bustle of 1d10+5 coverall clad mining engineers operating complex systems.

4. Cafeteria and Undersea Observation Dome: Surprisingly tasty smorgasbord buffet available 24/7. Staffed by four underpaid Manian chefs.

5. Dive Suit Chamber Elevator: Airlock sealed cylindrical room that descends 40 meters to the sea floor for manual inspection of the diamond shaft and manual underwater adjustments to the massive drill bit. Has six Armored Dive Suits (AP:3) used for industrial work. Close inspection of the suits shows one has had the front repaired after a very large puncture wound.

PHASE CHANGES

Rising: Under growing pressure, Milora begins killing someone every week, disguising the killings as accidents.

Fever Pitch: The facility begins mining diamonds at an irresponsible speed in order to have one last profitable hovertrain out. Employees hustle to pack their meager personal belongings and crowd platforms to get onboard. Pirate raid catamarans grow bolder, occasionally blasted by the Anti-Ship Cannon.

Last Atoll NPC Generator

(Also useful for quick replacement PC backgrounds.)

1d100	NAME	DESCRIPTION	WHAT DO THEY WANT?
1–2	Yuri the Claw	Fisher	I swear the coelacanth was three boats long. If we catch it we'll be rich!
3–4	Nerty	Streetsweeper	Was sweeping up, found some kind of coded cipher, no clue how to read it.
5–6	The Kielbasa Man	Smuggler	What do you need in or offworld?
7–8	Obake	Kelp Scraper	Look, I can't make my shift in Leeshade but if you cover for me I'll owe you.
9–10	Monda	Chromefolk Beggar	Please, anything you've got is appreciated.
11–12	Elsewhere	Revolutionary	There's been enough talk, meet me tonight at the Thermidor and we'll do more.
13–14	Green Karl	Pickpocket	Ahhh, sorry I slipped.
15–16	Manchego	Bounty Hunter	I can bring you in warm, cold, or you can make it worth my while to walk away.
17–18	Jin	Minor Noble Student	My class wants me to interview an offworlder, it'll just be a minute.
19–20	Bruce	Offworld Tourist	I'm looking for a real authentic coelacanth joint, know any where good?
21–22	Donald-23	Android On Run	I'm never making another soy patty.
23–24	Linda	Sharpe Co. Mine Engineer	It's so goddamn cheap and sunny here, I'm thinking of staying for good.
25–26	Kjell	Drunk Baronial Guard	Hey-doeeye know ya from somewhere?
27–28	Felix	Coffee Maker	Ya know, every now and then I find a toe in the bag of beans. What's up with that?.
29–30	Iono	Chromefolk Server	It's good money but I can't work at the Lodge forever.
31–32	Bergstrom	Minor Baronial Heir	Do you even know who my great uncle is?
35–36	Kaneda	Revival Preacher	They cannot stop the true faith with bullets, one cannot shoot the Sea itself.
37–38	Hanna	Tour Guide	I'm carrying the yellow flag, stick together with the group!
39–40	Per	Hagfisherman	I need to get out of this slime suit and into a bar.
41–42	Anders	Street Actor	Just a few more chits and we will show you the classic epic The Taking of the Promised Ship.
43–44	Flo	Sharpe Co. Resupply Pilot	Sure beats the core out here, you don't have to pay a subscription fee to breathe yet.
45–46	Torvald	Street Vendor	Mussels! Getchur smoked mussels!
47–48	Anzu Jones	Field Reporter	Just a quick question for the network, what brings you to Mani?
49–50	Spider	Taxi Boat Driver	For you my friend I can take you anywhere.
51–52	Dr. Jude	Sharpe Co. Meteorologist	Tidally-locked and yet habitable—my field data on weather systems will be groundbreaking.

1d100	NAME	DESCRIPTION	WHAT DO THEY WANT?
53–54	Noah	Ambitious Player	Do y'all come here often?
55–56	Fin	Builder	I saw the crew putting a body in the walls by the new Floatholm block.
57–58	Holga	Discount Merchant	Look I've got a bunch of flashbangs here- they're just a little damp.
59–60	Åström	Land Baron's Informer	Hey, you're among friends, what do you really think about the Land Baron?
61–62	Jimmy K.	Timeshare Salesman	You only pay for the days when you're actually at the Beachcomber's Lodge, it's a value proposition.
63–64	Siri	Barber	First shave's free today! The Sea provides.
65–66	Twitch	Arsonist	I'd give my left arm for some real gasoline.
67–68	Drip	Shark Wrangler	You just throw one leg over and hold on as long as you can, I'll show you!
69–70	Jol	Holy Basin Refiller	Freshen up your blessed waters, folks?
71–72	Archy	Scrappers Guildsman	Guild don't like silvereyed scabs, let us know if you see any doing our work.
73–74	Chihiro	Shipwright	My work gets pricey, but if you want the best you want the best.
75–76	Roth	Holy Diver	You should be ready for what is to come.
77–78	Kurti	Servent	I've been tasked with delivering an important message to you.
79–80	Malort	House Tanaka Bodyguard	Stay back ten feet, please.
81–82	Jeems	Haunted Offworld Veteran	Keep the drinks coming.
83–84	Dr. Mattis	Sharpe Doctor	Ah, I don't have time for charity work, but if you've got the credits we can fix you up.
85–86	Luke	Lovestruck Youth	So what if she's a Baronial Guard? I'm gonna ask her out today.
87–88	Castusk	Nomadic Storyteller	Spare a handful of chits, and hear my tales of the great blue.
89–90	Mortimer	Hovertrain Engineer	When the pirates come you just lock the cabin doors and hope security deals with them.
91–92	Marlowe Throp	Private Investigator	Have you seen this gal?
93–94	Yandis	Biogas Guildsman	Sharpe's brought in some offworld solar squares. Shame if someone went at them with a hammer.
95–96	Jiro	Drug Dealer	Got some hypermeth and if you got the chits, I may have come into a flask of Wigoy Powder the nobles won't miss.
97–98	Filoni	Local Guide	Here for business, pleasure, or hiding from something? I can help show you around all three.
99–100	Nan	Coelacanth Butcher	Out of my way, scum, a special client wants this yesterday!

Nautical Rules

Sailing on Mani uses a variation on the rules from the Shipbreaker's Toolkit.

Getting anywhere on the Last Atoll can be done within a couple hours.

Some locations are a day away (Derelict Triangle, Sacred Grotto).

Other locations are a week away (Aurora Diamond Facility, Admiral Graze).

Fuel on Mani is measured in days of travel. It costs 250cr per day to supply smoky kelp biofuel. Repairs cost 500cr per MDMG. Multiply all costs by the Class of the ship.

Movement, Attack, and Morale Phase work as in the Shipbreaker's Toolkit with the following alterations:

SAILING BOATS

Boats that don't use fuel instead just roll 1d5-1 for their Evasion or Pursuit attempt to see what equivalent of fuel is wagered against the enemy ship.

SHIP CLASS

Larger class ships get Advantage on Weapons Checks and Megadamage rolls against smaller class ships. Ships cannot normally be harmed by ships two classes smaller.

RANGE

- **Contact:** Close enough to board.
- **Firing:** Close enough to shoot.
- **Detection:** Visible on the horizon.

Nautical Megadamage Effects

MDMG	EFFECT
00	**Shipshape:** Everything is good.
01	**Fuel Leak:** When spending fuel, spend one more. No effect on ships without fuel.
02	**Busted Weapons:** Auto-fail all Battle Checks.
03	**Snapped Rudder:** Ship cannot make Thruster Checks nor change direction.
04	**Fire on Deck:** All must make Body Saves in locations that are on each round or suffer 10 DMG.
05	**Hulled:** Everyone onboard must make a Body Save or suffer 1 Wound (Explosion). On a Critical Failure they go overboard as well.
06	**Cargo Hold Destroyed:** All non-durable cargo carried on the ship is destroyed from a direct hit or leaking water.
07	**Major Leak:** The ship takes another 1 MDMG in 1d10 minutes if no emergency patching is possible.
08	**Dead in the Water:** All systems are offline, no guided movement or operations are possible.
09+	**Abandon Ship:** The ship sinks in 1d10 minutes.

Types of Ships

JET SKI GUZZLER

30 THRUST	0 BATTLE	10 SYSTEM

Class: I

Days Fuel: 1

Crew: 2

SMALL FISHING BOAT

10 THRUST	5 BATTLE	10 SYSTEM

Class: II

Days Fuel: 7

Crew: 8

CATAMARAN

20 THRUST	5 BATTLE	15 SYSTEM

Class: I

Days Fuel: ∞

Crew: 6

BIG HAGFISH HAULER

5 THRUST	15 BATTLE	15 SYSTEM

1 MDMG Harpoon Gun

Class: III

Days Fuel: 28

Crew: 30

RAID CATAMARAN

25 THRUST	25 BATTLE	20 SYSTEM

1d5 MDMG Mounted Machine Gun

Class: II

Days Fuel: ∞

Crew: 15

SHARPE CO. HOVERTRAIN

25 THRUST	30 BATTLE	30 SYSTEM

1d10 MDMG Autocannon

Class: IV

Days Fuel: 28

Crew: 25

PATROL GUZZLER

20 THRUST	25 BATTLE	20 SYSTEM

1d5 MDMG Mounted Machine Gun

Class: II

Days Fuel: 4

Crew: 15

LANTERN MOUTH WHALE

20 THRUST	30 BATTLE	65 SYSTEM

1d5 MDMG Bite

Class: III

Days Fuel: ∞

Crew: N/A

Types of Ships (con't)

AURORA DIAMOND FACILITY		
0 THRUST	45 BATTLE	25 SYSTEM
1d10 MDMG 405 mm Fortress Gun		
Class: V		
Days Fuel: 0		
Crew: 300		

ADMIRAL GRAZE		
10 THRUST	40 BATTLE	20 SYSTEM
1d10 MDMG Broadside		
Class: V		
Days Fuel: 60		
Crew: 200		

BARON'S GILDED WARBARGE		
5 THRUST	25 BATTLE	25 SYSTEM
1d10 MDMG Salvaged Green Beam Cannon		
Class: III		
Days Fuel: 14		
Crew: 50		

OCEANS

1d10 WHAT'S THE OCEAN LIKE NOW?

- **1. Brisk, chill whitecaps.**
- **2. Warm temperatures, ripples,**
- **3. Cold front, flurry of snow.**
- **4. Gentle undulating waves.**
- **5. Pieces of charred wreckage of small vessels bob in churning sea.**
- **6. Placid, near unnaturally flat waters.**
- **7. Covered in rank smelling fog.**
- **8. Pelting warm rainstorm.**
- **9. Sargasso slick clinging to the surface.**
- **10. Freezing thunder filled tempest, whipping up waves and howling.**

1d10	Encounter (Roll daily)
1	No Encounter
2	No Encounter
3	No Encounter
4	No Encounter
5	No Encounter
6	Tides Encounter
7	Tides Encounter
8	Tides Encounter
9	Tides Encounter
10	Tides Encounter (Roll Twice and Combine)

1d10 Tides Encounters

1. A small fishing boat with 1d5+1 crew is out looking for a dense school of fish to net. They are willing to chat or trade goods, but are wary.

2. A lantern mouth whale (pg. 51) surfaces to feed, a school of tiny silvery fish leaping out of the water to try to escape. The whale is aggressive towards any ship with prominent bright lights.

3. The Land Baron's barge is out for a cruise, gilded trim around salvaged beam cannon. 1d10+5 nobles in the entourage are partying and eating imported tangerines. There is a 50% chance the Land Baron is present.

4. 1d10 Chromefolk Pirates in a raid catamaran, looking for plunder.

5. A patrol guzzler with 1d10+5 Baronial Guards aboard is on the lookout for Chromefolk Pirates. It will pursue and ask the crew to identify themselves on megaphone.

6. A Sharpe Co. guided tour on a patrol guzzler converted into a glass bottom tour boat. 1d10 seasick tourists are aboard, along with an enthusiastic tour guide.

7. A school of 1d5+1 horned norca whales **[C:30 Horn Impale 2d10 DMG I:30 W:4(15]** rides the wake of the crew's vessel and attempts to hull the ship. It will flee if violence is initiated.

8. A wandering pilgrim in a catamaran is embarking on a spiritual voyage. They have taken a vow of silence until their return with stories of their year long trip on the Sea, salt encrusted, sunburned. The catamaran has a fancy desalination rig.

9. An exhausted homing pigeon lands on the deck with a tightly wound message in a watertight back pouch. There is a 20% chance it is carrying blackmail information on one of the major NPCs.

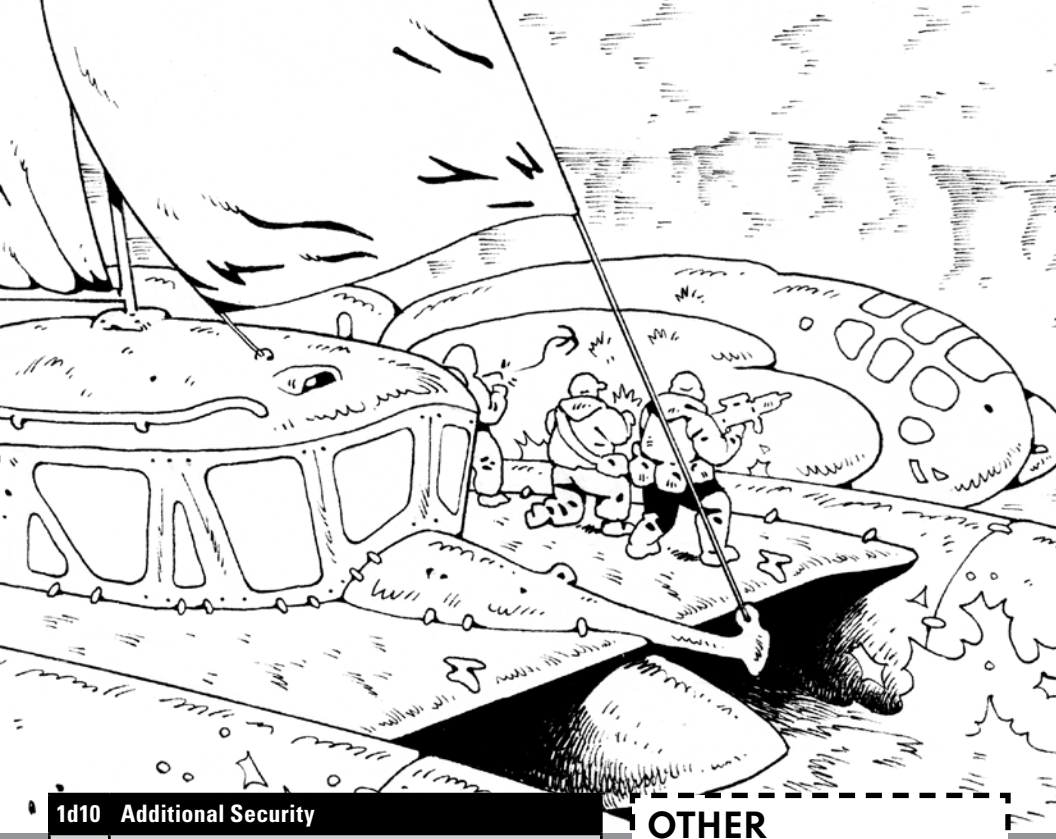
10. ***Roll again.*** The crew encounters the floating debris and destroyed remnants of that entry.

Hovertrain Heist Generator

The night winds racing from the frozen side of the planet are legendary, and regularly blow at 100 km/hr. Riding these chill zephyrs allows a skilled catamaran crew to keep pace with the Sharpe Co. hovertrain and have a chance of boarding for an armed heist. Sharpe Co. constantly shifts the layout of train cars around to reduce pirates' ability to plan. The conductor is trained to remain inside a securely locked cockpit and maintain course towards their destination no matter what happens.

Number of Train Cars: 1d5+1+secured conductor's car.
Roll for each car description.

1d10	Train Car Description
1	**Security Car.** A monitor-covered room, smelling of cigarettes, with swivel chairs. Has six Sharpe Co. Security Guards present **[C:25 Revolver 1d10 DMG I:25 W:2(10)]**. Have video cameras watching each train car and will move out to respond to intruders in organized fashion.
2	**Trap Car.** Bare metal interior with no adornments. Has ten locked 50 kg crates arranged along each wall. Each contains basalt rocks and a grenade with a pin attached to the lid. Very faint brownish stains are all over the walls.
3	**Observation Car.** Mirrored one-way windows can be shattered with 5 DMG. 1d5-1 Sharpe Co. Security Guards are present.
4	**Tourist Car.** 1d10 well off visitors on shore leave enjoy complimentary champagne on purple lounge couches in slippers, and are in the middle of engaging slide presentations by a company geologist. Each has a credstick worth 1d5kcr on them.
5	**Reefer Car.** Refrigerated supply car filled with stack upon stack of synthetic beef steaks and nutrition biscuits. There is also a 1 kg stash of offworld marijuana tucked under the synthsteaks, worth 1kcr.
6	**Sample Car.** Dusty passenger benches, unused, with an open 50 kg crate marked 'Sample for Export' worth 5cr seatbelted to the passenger bench.
7	**Hauler Car.** Contains twenty open 50 kg crates of unrefined aurora diamonds in a rattling cargo car, worth 100kcr. Two Sharpe Co. Security Guards **[C:25 Revolver 1d10 DMG I:25 W:2(10)]** are sitting at a folding table.
8	**Cryogenic Storage Car.** Ten bodies of deceased workers are held in a frosty liquid nitrogen-filled tube storage after work 'accidents' killed them. They are being held until their families pay for repatriation fees.
9	**Machinery Storage.** Large replacement bearings, covered in sheets, for the drill. The rear workbench has a laser cutter and a variety of wrenches and spanners.
10	**Vault Car.** Contains thick doors that can be unlocked by a guard's ocular scan. Contains ten open 50 kg crates of unrefined aurora diamonds, worth 50kcr. Also contains ten polished aurora diamonds in a small glass case, worth 60kcr, being sent for quality review.



1d10	Additional Security
1	A patrol guzzler (pg. 51) sailed by Baronial Guards.
2	1d5+2 Border Repelling Marines **[C:35 Pulse Rifle 3d10 DMG I:30 W:3 AP:1]**.
3	**Rigged to Blow.** If this is the shipment car, the entire train will explode in 1d10+1 rounds.
4	Biometric locks on each car require employee ocular scans to open.
5	1d5 Chromefolk Pirates being held hostage to ensure safe passage.
6	1d10+1 Synth Hounds **[C:30 Metal Jaws 2d10 DMG I:25 W:1(20)]**.
7	**Jestionable cars.** Independent propulsion units controlled by the conductor's car allow for sacrificing one hijacked car by jettisoning it and reconnecting other train cars in transit.
8	Remotely operated sleep sas nozzles (Body Save or knocked out for 10 minutes or until disturbed).
9	**Cost cutting measures.** An offworld company auditor with a clipboard and a disapproving attitude towards operations expenses is here.
10	Roll twice and combine.

OTHER INFORMATION

Getting Aboard: Rigging guns are popular, with harnesses to pull raiders across the lines to the hovertrain. Make a Speed Check to jump onto the train exterior if not harnessed. Failure results in a high speed fall into icy waters (1d10 DMG). Each train car has an exterior roof and edge platforms for walking around, with no visible windows and manually operated doors at both ends of the car.

Boarding at the Spaceport Docks or Aurora Diamond Mine: Easy, if entering the hovertrain as a passenger.

Sharpe Co. response: Due to long travel times and high risk of in-atmosphere flight outside of stable weather zones, at least three hours are needed before any response can arrive.

POST GAME CREW ACHIEVEMENTS

- **Beach Episode!:** Go on one of the Sharpe Co. excursions or relax on their beachfront.
- **Meet the New Boss:** Replace the Land Barons as tyrant rulers of Mani.
- **Hydrophobia:** Stay out of the ocean the whole time.
- **Witness Me!:** Attempt a leap between moving vehicles.
- **Changes:** Hop in the Adaption Vat.
- **On the Case:** Discover Overseer Milora has been murdering people.
- **Peace In My Time:** Kill no sentient beings.

APPENDIX N. INSPIRATIONS

Waterworld by Kevin Reynolds
Mad Max: Fury Road by George Miller
A Pound of Flesh by Donn Stroud and Sean McCoy
Children of Paradise by Laura Secor
Firefly by Joss Whedon
Avatar by James Cameron
Hot Springs Islands by Jacob Hurst
Fever-Dreaming Marlinko by Chris Kutalik

I SEARCH THE BODY

1d100	What You Find
1-3	Cowboy hat made of transparent plastiwrap on a wire frame.
4-6	Shark bone dice, weighted.
7-9	Aurora diamond.
10-12	Jar of good farming dirt (300cr).
13-15	Explosive harpoon (4d10 DMG once).
16-18	Sack of Floatholm Coffee.
19-21	Ancient orange glowing crystal, floats inch in air.
22-24	Map to Platform 11 with X marked on it.
25-27	Two tickets for an Aurora Diamond Facility Tour.
28-30	Unused cyanide false tooth.
31-33	Boots of norca whale hide.
34-37	Tomato plant with floating pot (1kcr).
38-40	Vial of seasnail poison.
41-43	Pamphlet: 'The Land Baron Must Go!' Considered illegal.
44-47	Shiny chrome chunk-metal necklace on a sinew cord.
48-50	Pipebomb (1 Wound, 4m radius).
51-53	Silk shirt.
54-57	Hypermeth vial.
58-60	Temporary dragon tattoo.
61-63	Ripped out biometric tracker, blinking and bloodstained.
64-67	Blackmail letter: 'We know what you did, pay up.'
67-70	Sharpe Co. key card.
71-73	Human tooth bracelet.
74-77	Improvised crystal radio receiver.
78-80	Jerrycan of biogas.
81-83	Carved slate figure of a wave crashing.
84-87	Brochure: 'Investment Opportunities in Aurora Diamonds.'
88-90	Gaffing hook (1d10 DMG).
91-93	Bottle of kelp hooch.
94-97	Contained sample of spreadable Ice-9.
98-100	Analog copper desalination rig.